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¹² See *United States v. Gandy*, 452 U.S. 39, 46 (1981) (noting that the term "negligence" is not defined in the statute).

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10 of 10

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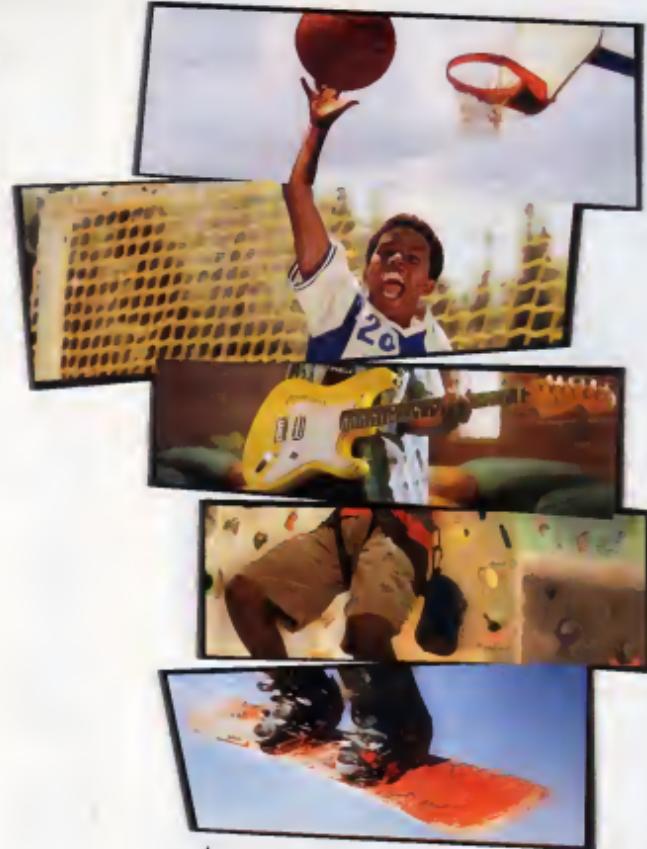
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48 And for the rest of his days,
Aragorn was harassed by the
floating head of Gollum!

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be an action figure.

run kick sing jump catch play leap flip fly climb turn spin go laugh

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98 James Bond likes to trade in his frequent flyer miles and upgrade to the rear gunner section.

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PLAYER'S PULSE



Some of the most treasured tales are those that have survived the ages. The myths, folklore and legends that shaped history have inspired today's creative minds. In this month's Write Away, Right Away, you voiced which mythological creatures you'd like to see star in a game.

MYTH & FOLKLORE IN THE VIDEO GAME WORLD

A game should be made solely about a princess of sorts. You know, the classic kingdom being ransacked, and she discovers that she has magical powers—no warrior prince to save her. Or maybe a game about how Link's little fairy friend, Navi, came to be just a thought.

Cybergalofat
Via the Internet

The only myths I want to see have their own games are the legendary dragons. They are so cool! Whip Volvagia out of The Legend of Zelda: Ocarina of Time (revise him of course) and give him his own game—but not some flying action game, give us another Nintendo RPG. Leveling up a dragon would rock!

Ginger Colborn
Via the Internet

I say, forget one mythological creature—create a game full of them! More D&D games! My favorite mythological... (ahhh mythological...) I love that word!

Esty the Great
Via the Internet

You'll probably love the good ol' D&D roots of Baldur's Gate: Dark Alliance for the GCN.

way around the lake, while trying to escape the scientists and hunters after her. It would be cool to play from the monster's perspective!

Mary-Wagon
Via the Internet

You should make a game with a ton of mythical creatures. You should include creatures such as centaurs, satyrs, mermaids, sirens, unicorns, phoenixes, dragons, chessmen, biofossils, were-wolves and sea serpents. That would make an awesome game!

Jake Easton
Via the Internet

What about Johnny Appleseed? You could be the best at "bobbing for apples" tournaments, or find his granny's special "Smith apples." When you beat the game, you could find

Leominster, MA, and sell all your apples to Tom Nook!

Tre Kelley
Via the Internet

A cool game idea would be a game that features the Greek gods and goddesses. You could play as any Greek deity, such as Zeus, Hera, Poseidon, Hades, or others! Each god or goddess would have a special technique or attack—Zeus could fire lightning bolts, and Poseidon could summon tidal waves. The gods and goddesses could travel on Mt. Olympus, Earth, or even follow history. For example, Zeus could guide Hercules, or Cronus could eat his children (safely Teen-rated, of course). It could be educational and action-packed!

Rander C
Via the Internet

YOU'RE A WINNER!

Katie Callahan was the lucky winner of the Pokemom Center NY sweepstakes from Volume 159. She won a trip to New York for the premier of Pokemom 4Ever, and a \$300 shopping spree at the Pokemom Center NY. Katie cleaned up at the Pokemom Center NY—she was able to download a rare Celebi onto her Pokemom Game Pak. She was also taken to the premier of Pokemom 4Ever in a stretch limo. On her trip, Katie visited the Statue of Liberty, The Lion King Broadway show, and Madame Tussaud's Wax Museum, where she had a wax replica of her hand created.



Hit the right buttons to avoid being squashed!

LLWill 53
Via the Internet

playing around making national historic parks, etc.

Christopher Carrasco
California

The best choice for a mythological character to have their own game is definitely Odysseus, I mean, think about it—after you massacre everyone in the city of Troy (via the Trojan Horse), you get to go on a long sea journey where you encounter cyclopes, sorceresses, sirens and even the angry god of the sea, Poseidon! I would love a game like that!

José Kastanga
Via the Internet

Alan Averill should have his own game for GCN! I mean, he is a strange, mythological creature. He is blue and small and he is also probably one of a kind. He also has a high level of intelligence. (How else could he help write the magazine?) So, go suggest this game to your developer!

Robert Lawrence
Via the Internet

What every audience these days is going to see is a video game star!

Bob Athens
Via the Internet

Paul Bunyan isn't such a bad idea, but make a game about how he traveled across the land of America doing jobs.

The manticores should get a game! It has the body of a lion, head of a man and tail of a scorpion. The game could be Manticores Party with Manticores, Manticores and Manticores.

Sean Brown
Via the Internet
However... making ancient mythological creatures with Nintendo characters. Interesting.

I think it would be awesome to see a game set in early times where you could play as an Asgardian god—like Odin, or the mighty Thor. It would be awesome to wield so much power. You could try to keep your warships happy, while trying to

LETTER OF THE MONTH



I was recently reading through Player's Pulse in Volume 162 and two things caught my interest—two girls to be more specific. The winner of the Digipen essay contest and the girl who met Mr. Miyamoto in Japan. They're both very lucky girls! I know I a few girls who play video games, but none seem as interested in them as those two, or myself. I've never met a girl who wants a career in the gaming industry! I want to be a game designer too, and I want to go to Japan.

Wanting to meet or at least talk to these girls helped me come up with a great idea—a "Nintendo Meeting Place." It could be a section of NSiider or an area of nintendo.com. People who have interests in Nintendo, making games, playing games, and anything else could use this. A meeting place for pen pals (or keyboard pals, if you will).

Steve
Via the Internet

If you're an NP subscriber, check out NSiider—NSiider's online community—at nintendo.com. You can chat with Nintendo fans and the NP staff weekdays from 3:00-6:00 p.m. PST. See you there!

PLAYER'S PULSE ARTIST'S GALLERY



Daniel Ross • Oregon



Melinda Nichols • Arizona



Bianca Howell • Illinois



Adam Lang • California



Jasmine Cote • Wisconsin



Louis-Jeanne Guy • Quebec



M. McCord • Tennessee



Brendan Houck • Pennsylvania



Jerome Rodney • New York



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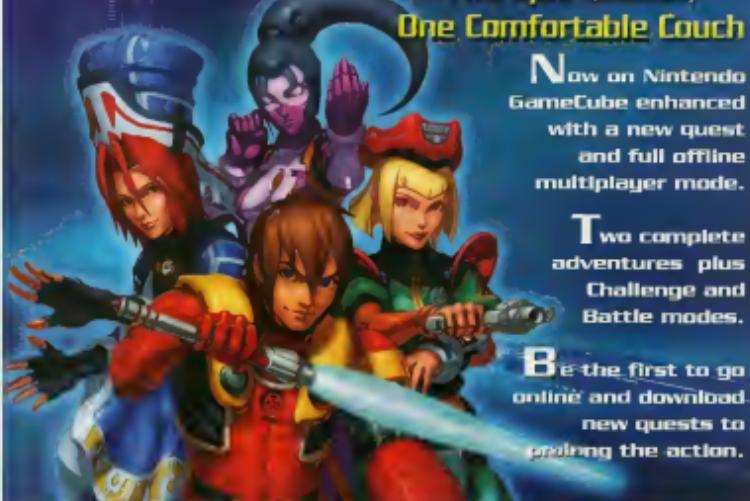
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POWER CHARTS.164

Lots of new titles on the charts this month, but the real star of the show won't set it on the list of top-selling games until next month. Until then, we'll have to make do with the sales chart and wondering where Metal Gear Solid 3: Snake Eater is. For those of you who are still wondering, the game can't be stopped. The NP Krew decided to get into the spirit of things, spiky haircuts and join the crowd.

KEY
GAMES ADDRESSED: 100 GAMES

A TOP-SELLING GAMES		
1	WAKFU	1
2	YU-GI-OH! THE ETERNAL DUELIST SOUL	1
3	STAR FOX ADVENTURE FORCE	2
4	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	2
5	GOONIE BOONIE	3
6	YU-GI-OH! DUEL STORIES	1
7	ANIMAL CROSSING	3
8	SUPER MARIO WORLDS: SUPER MARIO ADVANCE 2	3
9	DRAGON BALL Z: THE LEGACY OF CLOUD	4
10	SPYRO LUTHERS 2	1
	SPONGEBOB SPONGEBOOTS: REVENGE OF THE FLYING DUTCHMAN	1
	SUPER MONKEY BALL: MEET SONIC	1
	SONIC ADVANCE	8
	TEENAGE MUTANT NINJA TURTLES 2	1
	MADDEN NFL 2003	1
	FRONTIER STAR ONLINE	1
	SPIDER-MAN	6
	NEARLY SPEED: HOT PURSUIT 2	1
	SPYRO 2: SEASIDE OF FLAME	1

B PLAYERS' PREFERENCE		
1	METROID FUSION	1
2	THE LEGEND OF ZELDA: THE MINI-MONSTERS	2
3	GOONIE BOONIE: DARK ALLIANCE	6
4	SHREK: HOLLOWED	1
5	SUPER MONKEY BALL JR.	1
6	SAKAI OF ARABIA EXHIBITION	3
7	CONTINUA BURNING: THE ALIEN WARS EX	5
8	ANIMAL CROSSING	10
9	CAR RACER JOE	2
10	RESIDENT EVIL ZERO	7
	HARRY POTTER & THE CHAMBER OF SECRETS	1
	SPYRO LUTHERS 2	5
	GOLDEN SUN	4
	SUPER MARIO WORLDS	4
	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	7
	FRONTIER STAR ONLINE	6
	SOMETHIN' JACK: THE CHAOTIC TIME	1

*Based on Shelves and Sales. Percent information Courtesy of the NPD Group.

C MOST WANTED		
1	THE LEGEND OF ZELDA	1
2	FINAL FANTASY: CRYSTAL CHRONICLES	1
3	POKÉMON RUBY/SAPPHIRE	3
4	GOLDEN SUN: THE LOST AGE	2
5	MARVEL VS. CAPCOM: A WICKED LINE	5

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single-handed, handed, handed.



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GAME WATCH

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THE SPOTLIGHT

Final Fantasy: Crystal Chronicles



Final Fantasy fans rejoice! Crystal Chronicles is on its way for Nintendo GameCube, and Game Watch gives you the first look.

Horizon



The construction is just as fun as the destruction in THQ's *Horizon* for Nintendo GameCube.

Rayman & Hoodlum Heroes



Rayman's second adventure for Game Boy Advance is a graphical treat—just like the first, but even prettier and more fun.

The Legend of Zelda: The Wind Waker



Link becomes a master of the winds in this GCN debut. Game Watch explores the amazing new dimensions for the first time.

Block & Brood



Mayence enters the bouncy ring with a fun, comical take on the platformer arts. Block & Brood lessons are always with delight.

Dragon Ball Z: Legendary Super Warriors



Unleash and/or have fun with your favorite characters from DBZ one last time in a crowd-busting RPG for GCN.

Capcom rules the world by announcing two exclusive games for Nintendo GameCube, including Project Wrecker 03 and Resident Evil 4.

THE GAMING NEWS FOR JANUARY 2003

CAPCOM EXCLUSIVES FOR NINTENDO GAMECUBE

If you own a Nintendo GameCube, you already have several reasons to thank Capcom—Resident Evil, Resident Evil Zero and Capcom vs. SNK 2 EO to name a few. But these games are just the beginning of the fun in a recent announcement in Japan. Capcom revealed that it's working on five GCN-exclusive titles. The first is Project Wrecker 03, which will be available this summer. The other games promise original ideas and range from shooters to action-platformers. Capcom hasn't provided an estimated date for RE's release in Japan, but the four other games are scheduled to be released in Japan this year. There's no word yet on the North American schedule. Check out this month's Game Watch to see the first, exclusive sheets of all five remarkable titles.

WOLVERINE COMES TO GBA

Good news for X-Men fans—Fox's *Age of Extinction* will release X-Men/Wolverine's *Revenge* to coincide with X2 the movie. Players follow Wolverine on a quest to uncover his mutant origins at the Wesen X Facility. The game features an original story divided into eight episodes and 20 levels. Wolverine has full use of his adamantium strength, which comes in handy when he faces the likes of Sabretooth, Pyro, Phoenix and Magneto. *Vicarious Visions* is using scaling cameras to give the action a cinematic appeal. The *GK3* Wolverine's *Revenge* will debut at the same time.

VIVENDI CRAVES MACE

Vivendi Universal has picked up two action titles from Cyan for release on Nintendo GameCube later this spring—*Mace Griffin: Bounty Hunter* and *Endemic*. *Mace Griffin* is a shooter with vehicle action set in the future. *Endemic* is a hand-and-keyboard action title that takes place in a fantasy setting with dark and light worlds to explore. Both games have super graphics, which we hope to showcase next month in Game Watch.

BANDAI FIGHTS MUSCLE

Bandai's *Fighters* wrestling show is spilling off games to both Game Boy Advance and GameCube. *Ultimate Muscle: Legend vs. New Generation* transports the new generation wrestlers back in time to face the legends. It's all part of a plot by Moxie, the trainer, to test the wrestlers. The GBA game will feature 20 Ultimate Muscle characters and a create-your-own-wrestler mode.

BUBBLE TROUBLE

You can join forces Sub and Bob to relive a classic arcade experience when Empire Interactive brings *Yars'* classic *Bubble Bobble* to Game Boy Advance this spring. *Bubble Bobble Old and New* will feature the original *Bubble Bobble* action game from 1986 and a new version with updated graphics and some advanced features that help you keep track of special items.

nintendopower.com

GAME BOY IS A PLAYER

Game Boy Advance is the greatest handheld game console in history, and it's soon to become one of the best TV consoles, as well. Nintendo has announced the release this May of the Game Boy Player—an amazing accessory that plugs into the bottom of your GCN and allows you to play almost any Game Boy, Game Boy Color or Game Boy Advance title on your TV. The picture appears full-screen or framed, and you control the action with the GCN Controller or a linked GBA. You can even play multiplayer matches with one player viewing the action on the TV and the others playing along on their GBAs. We played in *Mortal Kombat* for a test run and were stunned by how good it looked and felt. The Game Boy Player expands the GCN library (already over 100 titles) to well over 1,000 games. In Japan, the unit will be priced at about \$45, but there's no pricing info for North America at this time. Stay tuned.



HITMAN 2 IS LOOKING FOR YOU

Eidos has announced that *Hitman 2: Silent Assassin* is on its way for GCN. Jason Flosser, game developer IO Interactive's managing director, says, "We are very impressed with the [Nintendo] GameCube and feel that *Hitman 2* and the console are a perfect match." We agree, Jason. In the next few months, mature GCN players will step into the silent shoes of a genetically engineered assassin to begin their dark careers. The third-person shooter is due this spring.



E.T. WON'T GO HOME

E.T.'s cinematic return to earth last year wouldn't be complete without a video game featuring the world's favorite alien. In *E.T. The Extra-Terrestrial: The Search for Dragons*, NewKOCo presents an adventure that takes E.T. to five planets. He must find special plants to help him restore the Dragon plant of his home. Young players and kids will enjoy the game's puzzles and film-inspired soundtrack.



DEF JAM UNDERGROUND

EA Spuds BIG and Def Jam are getting together to create a unique fighting experience with some of the hottest names in hip-hop. DMX, Ludacris, Redman, N.O.R.E. and Scarface are just a few of the artists who appear in the ring (and in the music credits) for *Def Jam Vendetta*. The fighting action takes place in 10 underground clubs with 16 fighting characters and the type of over-the-top moves that you would expect from EA Sports BIG, AKI Corps—*the ultimate masters of fighting and wrestling games*—and EA Canada are developing the game. Players move from club to club, challenging other fighters in settings filled with animated crowds and original music. The game boasts 1,500 moves, including signature special moves and taunts.



PUZZLES FOR JAPAN

Nintendo has announced the January release of *Nintendo Puzzle Collection* for GCN in Japan. The disc contains three classic puzzlers: *Dr. Mario*, *Yoshi's Cookie* and *Panel De Pon*—known as *Tetris Attack* in North America. There's no word yet on if or when the collection will reach our shores.



THQ SNEAK PEEK

THQ is bringing another great action game to GCN in 2003. The *Game Watch* crew took a field trip to Candy Pants Games, where they saw *Summoner: The Prophecy* (top) and *Red Faction II*, both in development and looking sweet. *RF II* pits six nano-enhanced warthogs against Chancellor Sogor's evil regime. The game is a first-person shooter with stealth and puzzle elements, and it lets players operate four types of vehicles. Both games will be released this spring.



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THE LEGEND OF ZELDA: THE WIND WAKER

Game Type: Action/Adventure
Publisher: Nintendo
ETA: March 2002
System: Nintendo GameCube

From the nautical drift that plays at the beginning of the game to the expressive faces of Link and all the characters you meet, "The Legend of Zelda: The Wind Waker" for GCN exudes a unique and captivating style. Welcome to the largest, most colorful world of any Zelda game. Link sets the seas to foreign lands, battles horrifying enemies, solves clever puzzles, explores vast lands and dungeons, and learns to master the wind's power. What's more, the Zelda faithful in Japan who preordered *The Wind Waker* received a special gift—a free two-game GCN disc including *The Legend of Zelda: Ocarina of Time* and a never-before-released version of that game with much more challenging dungeons. The North American release has been set for late March. Next month, *NP* will report on all the launch activities for the ultimate Zelda game on this side of the Pacific.



As always in Zelda games, Link uses objects, such as a telescope, to solve puzzles and obtain items



The wind plays a major role in the new adventure. Here, Link parachutes out of trouble



Link sets the sail on his sailboat, searching for new lands to explore



Link will face a host of colorful enemies in the overworld and in dungeon quests.

BATTLEBOTS

Game Type: Fighting
Publisher: THQ
ETA: February 2002
System: Nintendo GameCube

THQ is getting ready to kick some bot with *BattleBots* for Nintendo GameCube. All the fun and bolts of the popular TV show are included—tournaments, hazards, popular bots, such as Nighthawk and Buffabard. But the biggest thrill is creating your own custom bot and taking on the competition, which can include up to three of your bot-building buddies.



You can switch the camera view from the sidelines to a closer view of the action in the arena.



Choose from dozens of weapons and components to build a powerful bot that dominate the cut.

BLACK & BRUISED

Game Type: Boxing
Publisher: Midway
ETA: January 2002
System: Nintendo GameCube

With colorful characters and great sparring in the ring, *Black & Bruised* looks and feels like a next-generation *Punch-Out!*! But Midway's boxer for GCN has lots more going for it. The boxer's life mode is one of the best story modes ever. The narrative between rounds tells humorous tales and sets the stage for upcoming bouts. *B&B* is a real knockout.



The bouts take place in unique 3-D locations. Many of the fights are in environments.



Fighters use punch combinations to wear down opponents and super punches to score K.O.s.

DRAGON BALL Z: LEGENDARY SUPER WARRIORS

Game Type: RPG
Publisher: Infogrames
ETA: January 2002
System: Game Boy Color

Dragon Ball Z comes to life on Game Boy Color this winter with a new RPG from Infogrames. The game begins with Gohan's defeat by Raditz, leaving Gohan to train with Piccolo. The training session breaks down the complexities of the card-battle



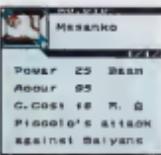
You use card decks to perform attack and defend moves during a battle



Instead of playing a card, Gohan can gather power during his attack phase to prepare for his next move



You must choose a defensive card or move to block or blunt your opponent's attack



Each event contains extensive data. To build a quality deck, you'll have to know each card's strengths.

RAYMAN 3: HOODLUM HAVOC

Game Type: Platform
Publisher: Ubi Soft
ETA: March 2002
System: Game Boy Advance

Rayman's new GBA adventure begins when Globus stupidly swallows the Lord of the Dark Luma, which enrages an army of Hoodlums. Rayman collects powers as he battles the Hoodlums and progresses to new levels in search of Globus. Like *Rayman Advance* before it, *Rayman 3* is a platformer's dream.



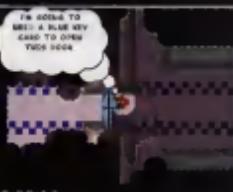
Rayman's famous helicopter gliding move is just one of his many special abilities



Same stages, such as the water-making stage, give you 2-D perspective on the action

PROJECT: DIGIPEN

Imagine a terrifying monster chasing a little boy through the dark, cosy stores of a closed mall. Digipen sophomores Taylor Clark, Ryan Juckett, Kevin Neice, Allen Sun and Charles Schilling, with art and audio help from Brett Thomas and Mike Jones respectively, thought that scenario would make a fun game, and they called it *Mall Monster*. In the role of the lost boy, a player sets traps for the monster and follows text-message clues that appear in thought bubbles. The monster is attracted by the sounds that a player makes when moving around and using items. If the monster gets too close, it can spot the player and charge. As the distance between monster and player diminishes, fears begin to affect the character's speed. Eventually, the boy might even faint and fall to the floor with a thud, attracting the monster. Talk about shopping 'til you drop!



For more information on Digipen and to download a copy of *Mall Monster* to play on your computer, head to www.digipen.edu. There you'll also find links to more Digipen projects and information about signing up for classes and workshops.

JANUARY GALLERY OF GAMES

This month's gallery contains a special treat for Capcom fans. Submitted for your viewing pleasure are five upcoming, GCN-exclusive titles. RE4 is the only recognizable name, but some of Capcom's top talent is developing the other four games. Look and dream. The future is bright.

Killer 7



Project Member 63



Resident Evil 4



Viewtiful Joe



Dead Phoenix



EPIC CENTER

BREAKING NEWS!

Just before we went to press, NP received two late-breaking notices. The first was news that RPG giants Square and Enix have decided to merge into one company, and the second was a batch of incredible Final Fantasy: Crystal Chronicles screen shots! We'll have more information about both events in next month's Epic Center, but for now, just sit back and enjoy the screens!



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10. *Journal of the American Statistical Association*, 1980, 75, 362-375.

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GAME WATCH FORECAST

DEVELOPER PROFILE

This month, we get the inside story on the development of a next-gen version of a video game classic—*Dragon's Lair*.

Developer: DragonForce Software

Location: Burnaby, CA

Respondents: Will Peagreen, Creative Director; Thomas Kunkel, Art Director

GW: What is your company's philosophy of game development?

DP: Fun first! The game can be the most technically advanced piece of work out there today, but then we find that novelty wears off very quickly. Substance, content, compelling game play and memorable characters are what keep the player coming back for more.

GW: What are some of the new elements you included in this 21st-century sequel?

DS: *Dragon's Lair 3D* is a completely new, built-from-the-ground-up version of the arcade classic. While it stays true to the design and story line of the arcade game, it offers a 3D experience unlike anything else *Dragon's Lair* fans have played before. *Dragon's Lair 3D* is seven times the size of the original, offering 43 areas and 338 reverses to explore. The original's three unique characters (over a dozen of them now), lots of power-ups, hidden secrets and special abilities, new music and an original audio score. And, for the first time ever, players have full control of Dirk.

GW: What role did the original designers of *Dragon's Lair* play in the creation of *Dragon's Lair 3D*?

The original creators of the game—Don Bluth, Gary Goldstein, Nick Dyer, John Pasawski and Christopher Sivkin—were all directly involved in the game's design. For example, Don Bluth created all-new character artwork, and Christopher Sivkin wrote a new musical score. The original designers also took on executive roles—for instance, Nick Dyer served as the executive producer throughout the entire development process.

GW: If you had a message you wanted to get across to *Dragon's Lair* fans about why the new game is worth playing, what would it be?

DS: *Dragon's Lair 3D* has all of the elements fans are looking for in a classic legend—great characters, the same story they know so well, and creative imagery created by Don Bluth, and great game play. This combination with all of the new features—250 rooms, new characters, new entry and ending movies, new reversals, additional platforms, and much in and out—will make their experience unlike anything *Dragon's Lair* fans have played before.

NEWGAMES GAMECLUE

1997: *ALADDIN*

ARMED GUARDIANS FOR ALADDIN

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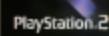
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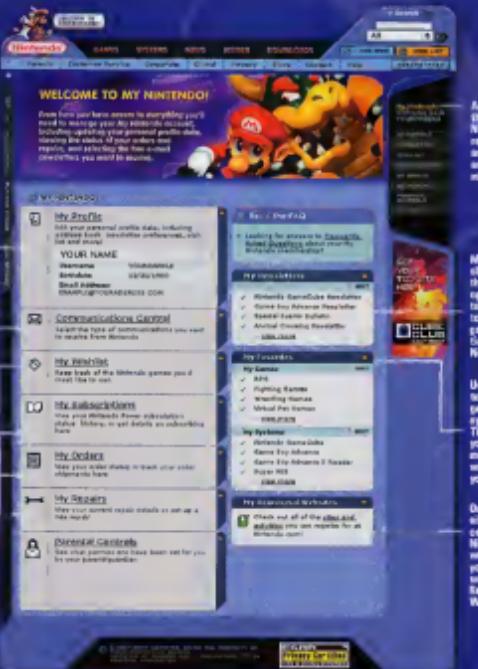


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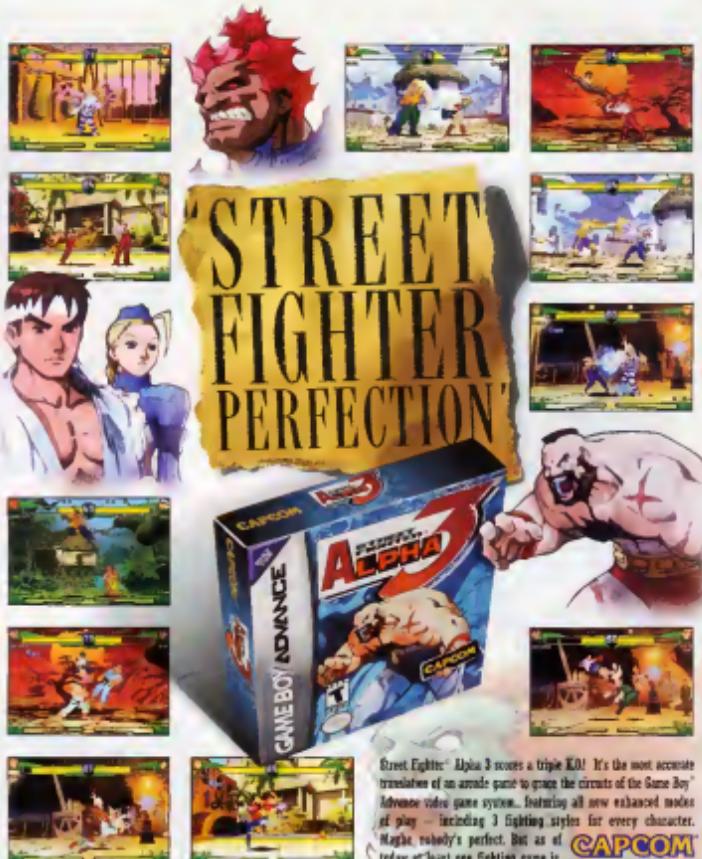
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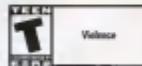
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THE LORD OF THE RINGS THE TWO TOWERS



One Game to Rule Them All

So you're a Lord of the Rings fanatic. You read the J.R.R. Tolkien books so many times that the covers fell off. You waited in line for days to see *The Fellowship of the Ring*. You ran out and bought the limited-edition four-DVD set. But now, Electronic Arts and the Nintendo GameCube are about to take you further into Middle-earth than you've ever been. In *The Lord of the Rings: The Two Towers*, you're not just reading or watching the story—you're living it!



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My Precious Game

The Lord of the Rings: The Two Towers precisely follows the plot of the film by the same name and totally immerses you in the world. The film's director, Peter Jackson, was involved in the game's development from the beginning. His guidance—along with a very talented design team and the powerful GCN—helps make the game a true cinematic experience.



While most of the game focuses on the story of *The Two Towers*—including Fangorn Forest and the battle at Helm's Deep—the opening levels let you revisit your favorite scenes from *The Fellowship of the Ring*.

Deceiving Looks

Nearly every level begins and ends with actual film clips that dissolve into or out of a game play sequence. Often, the change is so subtle (and the graphics are so outstanding) that you won't even notice the transition. Take a peek at the following screen shots and see if you can tell which are from the film and which are from the game. (We'll tell you which are which in the article's conclusion.)



NP: Did you work closely with the film's design team?

Todd: Very closely. From the start of production we enjoyed a close, collaborative relationship with the filmmakers in New Zealand. The filmmakers are incredibly passionate about *The Lord of the Rings*, and this enthusiasm extends to the video game. They really embraced what we were doing and provided access to everything imaginable—early cuts of the film, lighting (cont.)

The Producer Speaks



Nintendo Power had a chance to interview Todd Arnold about *The Lord of the Rings: The Two Towers*. Todd is a senior producer at Electronic Arts who has worked in the industry for 10 years

The Fellowship

You can play through almost every mission with one of three heroes—Aragorn the Ranger, Legolas the Elf or Gimli the Dwarf. Every character has a unique fighting style, which makes each level a new and exciting experience.



Legolas

Elves were one of the original races of Middle-earth, and many creatures (including the fearsome Orcs) are direct descendants of the first Elvish class. Legolas's skill with a bow is legendary, and he is the best long-range attacker in the game. He's no slouch at melee combat either, and he's the only character who can wield two weapons at once.



An Elf, Legolas is a natural speed and grace that is missing from Humans and other races. He also has an unusually long life span—though the Dark Lord of Mordor will have a thing or two to say about that.



Gimli and Legolas have a long-running feud over who can slay the most Orcs. With Gimli's axe behind you, he should have little trouble winning the bet.

samples, digital materials direct from their special effects pipeline, motion capture data, sound effects, unreleased sound track material, and name of photography of the sets, costumes and actors.

NP: What was the most difficult aspect of development?

Todd: Video game development is incredibly complex. Making

efficient use of a large number of resources at the same time and coordinating all the moving parts to generate high-quality output is the most difficult part. Take a look at the credits list in the *Two Towers* and you'll know how big our team was. Larger team sizes make communication breakdowns more likely in addition to the software development—which included teams from EA and two external developers—we needed to integrate New

Aragorn

Aragorn is the last descendant of a long line of heroes and heir to the throne of Gondor. Fearless and bold, Aragorn is a good character to choose when playing for the first time. He is equally skilled with both sword and bow, and his defensive skills are unmatched.



Aragorn is also known as Strider in some parts of Middle-earth.

Gimli

Gimli is the strongest member of the fellowship, and what he lacks in speed he more than makes up for in toughness and ferocity. His distance attack is a thrown handaxe. The handaxe is not as fast as a bow, but it's Gimli's skill in hand-to-hand combat that makes him a feared combatant.



Fight for Middle-earth

The Lord of the Rings: The Two Towers is an action-RPG, which means that you'll do a whole lot of fighting and gain experience points based on your skill with the blade or bow. You can use your experience points to purchase new moves and attacks, better armor and more powerful weapons. There are four possible scores in a level: fail, good, excellent and perfect.



You'll fight Orcs, Goblins, Cave Trolls, Uruk-Hai and more in your quest to destroy the One Ring. Even Saruman, the wizard who betrayed Gondor, makes an appearance.



Some levels are linear, but others drop you into the middle of a wide-open area with enemies streaming from all directions.



Once you've completed a level, you can go back and replay it at any time using your powered-up characters. It will be nearly impossible to earn perfect scores in some areas unless you return with better moves and equipment.

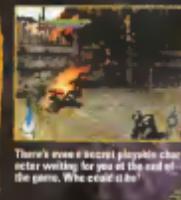
Secret Treasure

There are so many extras in *The Lord of the Rings: The Two Towers*, you might think you've popped in the DVD by mistake. You can unlock interviews with actors who lent their voices to

the game (including Viggo Mortensen, Elijah Wood, Ian McKellen, John Rhys-Davies and Orlando Bloom), artwork, movie stills, secret missions and more.



In each of the interviews, Peter Jackson discusses his vision for both the films and the game. There's also a making-of video that shows how many aspects of the video game came together.



There's even a secret playable character waiting for you at the end of the game. Who could it be?



views the EA games as an extension of the film fantasy. Therefore, he made it a priority for himself and his organization to help it whenever possible.

NP: Did you work with Peter Jackson?

Todd: Peter has been a fantastic partner. He aided the production of the games on many different levels. It's important to understand two things about Peter: he's a video game nut, and he's passionate about everything that pertains to the films. He

NP: How did you decide what approach to take with the game?

Todd: For the first release of the product line, we wanted to focus on the most memorable and intense action (cont.)

A Plan of Attack

Now that you have had a taste of the game, we're going to take you through the missions that the game draws from *The Fellowship of the Ring*. The rest of the game takes place in the time of *The Two Towers*, but you'll have to wait until next month for strategies of those amazing battles—including the storming of Helm's Deep!



The Basics

Each character has strengths and weaknesses. First-timers would do well to start out as Aragorn, as he is the most well-balanced of the bunch, although Legolas is also a decent option. How you play through the missions is up to you. You

can either play with a single character until you beat all of his missions, or complete each level with all three characters before moving on. If you like, you can also mix and match the above options to keep yourself on your toes.

Aragorn



Aragorn's strength lies in his sword. He can shatter enemy shields with a Fierce Attack and take out most smaller foes in three or four hits. When upgrading Aragorn, your first priority should be *Lightning* and *Blazing Attacks*, *Holdout*, *War Hawk* and *Hilder's Judgment*.

Legolas



To control Legolas effectively, you must become proficient with the bow. Aragorn is automatical held the L Button to draw your bow and use the Control Stick to cycle between targets. When you're ready for distance, try the Force of Celeborn, Firing Attack and Mirkwood Arrows when you can.

Gimli



Gimli has a powerful swing, but he's slow and somewhat cumbersome. If you like to wade into battles without hesitation, however, he's definitely the character for you. Consider him the most powerful of the three, but he's also the slowest. Upgrade by purchasing Balin's War Hawk, Balin's Judgment and the Wrath of Moria.

moments from the first two films. One of the core challenges we faced was how to build a great game that satisfied both gamers and mainstream fans of the films. We solved this problem by making the game mechanics accessible and intuitive, but layering them in a way that requires players to utilize the deeper and more advanced systems to be successful in the later missions. We are very proud of the efforts. We believe that we've crafted a project that delivers a fantastic game experience for

the hard-core gamer and exceeds the expectations of anyone who loved the films. Future EA games based on *The Lord of the Rings* will expand that focus—including deeper adventure and RPG elements.

NP: What was the biggest surprise?

Todd: One of the biggest surprises, and it was a pleasant one, was how successful the film-to-game transitions ended up

Prologue-Mt. Doom Battle

Long before the events in *The Lord of the Rings*, Middle-earth went through a period known as the Second Age. During this time, Sauron—the Dark Lord of Mordor—forged the One Ring and used it to wage war on Middle-earth. The Second Age culminated in a fierce battle at the foot of Mt. Doom. During the battle, a man named Isildur (a direct relative of Aragorn) cut the Ring from Sauron's hand and ended his reign of terror. As *The Two Towers* begins, you will relive the fateful battle and play as Isildur.



Speed the Sword



When the mission begins, Ores and Gollum will attack in droves. Use your Speed Attack by rapidly tapping the A Button when you're near an enemy. You don't have a lot of room to maneuver, so stay close to the base of the mountain. If you're lucky, try to hit Orcs as they pour out of the mountain. If they attack you, use the B Button to parry.

A Fierce Battle



Sometimes a shielded enemy will attack you. You cannot harm an enemy that carries a shield, so you'll have to destroy it. Use the Fierce Attack (Y Button) to smash a foe's shield to splinters. The Fierce Attack has two parts—in addition to a downward slash, you must double-tap the Y Button to connect with both.

Weather Top

The second battle takes place on the mountain called Weather Top. The Hobbits (Frodo, Samwise, Merry and Pippin) left the quiet town of Hobbiton thinking they would meet Gandalf in the town of Bree—but he had been waylaid by the evil wizard, Saruman. Luckily, Aragorn was there to take command of the party and lead everyone to safety. As the level begins, a crowd of Ringwraiths has trapped Aragorn and the Hobbits.

Strike Fast



You can play only as Aragorn in the Weather Top level. You are armed with a sword and a sword, and you'll need both. Use the Fierce Attack to strike at the Ringwraiths and set their robes on fire.

Fire with Fire



Occasionally, your torch will go out. When it does, run to the torch in the center of Weather Top and use the Fierce Attack to drive your torch into the flames and relight it.

Watch for Frodo



At one point, a Ringwraith will attack Frodo. It's part of the story and you can't prevent it. Keep an eye on him the next time the game asks you to protect Frodo. He can even fall by other attacks. If you use nothing but Fierce Attacks, he will burn the torch. If, however, you can earn an easy perfect score.

being. The goal of the transitions is to give players the feeling that they are really playing the movie. These were technically quite difficult, and until the game was nearly complete, we couldn't tell if our goal would be achieved.

NP: Any funny stories about the actors?

Todd: A couple. When we scheduled Elijah Wood (Frodo) for his voice-over session, we were told he was incredibly busy and

we'd have very little time to get the work done—maybe an hour. Before the recording even started, Elijah was allowed to play an in-progress version of the game. Two hours later, we had to send him away from it so we could move on to his voice-over! Also, one of the scenes for Orlando Bloom (Legolas), John Rhys-Davies (Gimli) and Viggo Mortensen (Aragorn) included a number of grunts and screams that play back in-game when that character takes damage or (cont.)

Gates of Moria

After the Fellowship assembled and set out for the land of Mordor, it was forced to pass under the mountains by way of a mine called Moria. Before the adventurers could reach the mines, however, they had to clear a number of Orcs and Goblins from their path—as well as a terrible, multitentacled creature known as The Watcher. The Gates of Moria is your first opportunity to play with Gimli and Legolas, but you should run through it with Aragorn first to learn the ropes. Below, we've listed strategy for all three characters. The Watcher battle is the same with every character, so we cover it only once—in Aragorn's section.



Finish Them



With Aragorn, stick to your sword in the early part of the level. Enemies will usually attack from in front and behind. Get out of ever position you're in as quickly as possible. If you're cornered, you're gonna have to use the R Button to finish him off. (The R Button is a finishing move for all three characters—and it's invincible.)

The Watcher



When The Watcher wields its tentacles in the air, use the R Button to parry. After you knock three tentacles away, they will stand in a vertical position. Use the L Button to the water and slash one tentacle, then use your distance attack (arrows or handaxe) to attack the tentacle's head. Repeat the pattern until you defeat it.

Target Your Enemy



Any time Legolas is in the open, his best attack with the bow he can carry twice the number of arrows on the other heroes, and his projectiles are devastating. Focus your arrows on attacking enemy archers first—especially those who fire flame arrows—then move on to the others. You'll know that a character is targeted when you see a white dot over his head.

Elven Blades



Sometimes you'll want to put the bow aside and use Legolas's dual blades. Any time an enemy attacks from behind, use the L Button to slash, take two steps to the left, then take two steps to the right. There are also a few narrow passageways where enemies are difficult to see. Run through quickly until you find open ground.

Close Range



Our biggest worry on Gimli is enemy bowmen. The Dwarf has the worst range of any character, so it's better to get bothered with them while you're concentrating on the heavy-footed foes. When you see an archer, run as close as you can to him and use the R Button to parry his arrows. Once you're near his feet, let fly with a handaxe or three.

Point of Order



Gimli is in his element at this level, but his lack of speed can make it difficult to keep up with the others. Your score is determined by the part you have enemy enemies you attack in a short period of time. Since there aren't a lot of foes around, it can be hard for Gimli to rack up the points. Consider concentrating after spending some time upgrading—especially improved handaxe.

Balin's Tomb

After entering the Mines of Moria, the party found that hordes of Orcs and Goblins had destroyed the Dwarves who used to live there. Chased through the mines by the foul creatures, the party made a last stand at the tomb of Balin, the Dwarf king. As the mission begins, you'll have to fight off wave after wave of enemies. If you survive the initial onslaught, they will bring in reinforcements—a Cave Troll. Like The Watcher, the plan for fighting the Cave Troll is essentially the same with each character, so we will cover the bulk of the strategy only once—in Aragorn's section.



Shields Down



Use the Fierce Attack to shelter the shields of oncoming foes. For a kill score, stay by the main entrance and attack enemies as they enter the room. The shield is a great way to defend, but it's difficult to use your finishing move. Unless you have a clean shot, wait for your foes to stand up rather than trying to impale them while they're on the ground.

The Cave Troll



Wait for the troll to swing its club, then strike with the Fierce Attack (spinning kick), and downing. Retreat until it swings the club again, then attack more. After a kill, you'll jump onto a ledge during the final battle. Use the L Button and fire arrows at the beast. When it swings its club, run to a different part of the ledge and keep firing. Look for green and red patches that restore health.

Back to the Wall



As Legolas, stand with your back to Balin's Tomb and fire at creatures as they enter the room. You can take out a lot of enemies in such a short period of time. You can't use a shield, but sometimes it'll take a shield to survive. Once you've taken the last hit out with a Fierce Attack, then run back to the room and open fire. If you can level on arrows, look for more in the room's corners.

Bow Me Over



Through the single Fierce Attack will wear down the Troll quickly. Legolas is strong enough to keep his distance and attack with arrows only. It will take a bit longer, but it's even safer than the other two. Concentrate on trying to avoid his massive club. Though Frodo will often scream for help, don't worry—he can take care of himself.

Axe Me Later



Gimli is the weakest character at Balin's Tomb, mostly because he has to walk behind to knock off the Cave Troll. In the initial stages, concentrate on taking out enemies with the Speed Attack, using the Fierce Attack only when confronted with a shield bearer.

No One Tosses a Dwarf!



Sometimes a Goblin will attack while you're on the ledge fighting the Cave Troll. Take the moving creature out with a couple of arrows. Once you've taken care of the Troll, holding the L Button will almost always target the Troll—even if it's off screen—so don't be afraid to throw axes at the corner of the screen.



There and Back Again

There's plenty of action and excitement yet to be had, and you haven't even seen some of the classic scenes from *The Two Towers*. By the time you're reading these words, the film should be hitting movie screens—but if you want to relive the adventure over and over again, there's no better way than on the GCN. Oh, and the comparison shots on page 47? All the screens on the right-hand side are taken from the game. ☺

does. Of course, when we asked them to perform those lines, each actor started saying things like "Legolas doesn't feel pain!" or "Aragorn can't die!"

NP: What, in your opinion, makes a video game fun to play?

Tobin: All fun games boil down to a simple activity. That activity first needs to be intuitive or easy to get into. Right from the

start, there must be a positive feedback loop that rewards the player and encourages repetition of the core activity. Next, it needs to provide variety so it doesn't get boring. Finally, the core activity must be complex enough that its mastery is rewarding to the player.

NP: Thank you very much!

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THE NEW ZELDA PAK LINKS TO THE PAST AND CONNECTS TO THE FUTURE—WITH TEAM-BASED DUNGEON-HACKING!

CUTTING-EDGE CONNECTIVITY

Here it's time to gather 'round and hear a tale that will defy your wildest expectations of what's possible with linked Game Boy Advance systems. On the same Pak as *A Link to the Past*, *Four Swords* features dungeons designed exclusively for multiplayer bashing, plus a level generator that changes the game every time you play. The system randomly selects a huge dungeon setting, then fits it in a mansion port—that is, a particularly evil challenge—to create one of countless wicked dungeons!

EQUIPPING FOR MULTIPLAYER

Four Swords is an adventure for two to four players, each outfitted with a GBA and the Game Pak. To join the party, every player after the first must connect with a Game Link cable.

LEVEL GENERATION

SETTING + NEW PART = DUNGEON LEVEL COMBO

Princess Peach
E
Mild Violence
2002 Nintendo

A VORTEX OF STAGES

COOPERATIVE QUEST FOR KEYS

To defeat Vantii for good, you must complete three quests. Each quest has four stages, and in each stage (the Sea of Trees, for example) you'll have to beat two levels then defeat a boss. When you exit a stage, the Great Fairy will award each player a key if your team has collected enough Rupees. Collect 3,000 Rupees in the first quest to earn Silver Keys, a total of 3,000 Rupees in the second for Gold Keys, and 5,000 Rupees in the third quest for Heroic Keys. The final quest is for longer than the others—when you reach Vantii's Palace, you must finish four times as many levels and bosses. But when it's completed, you will have vanquished Vantii for good!



COMPETE FOR GREATER GLORY

The seas must gather Rupees collectively to earn keys. But heroes must not competitiveness, too. The Great Fairy will award the most Rupees to the player who collected the most Rupees in each stage.

QUEST STAGES:
SEA OF TREES
TALUS CAVE
DEATH MOUNTAIN
VANTII'S PALACE

SEA OF TREES

Brimming with overgrowth and swimming with sylvan evils, the Sea of Trees puts teamwork to the test. You'll struggle through may forests and savage glens, or maybe you'll encounter valleys filled with hungry predators, clearings that are tangled up with parasites or dense woods that hide treasures. The Sea of Trees ebbs and flows with change!



MOVE FASTER THAN YOUR FRIENDS

If you're caught in a clearing, execute a spin attack to cut a wide circle in a hurry. You might uncover Rupees hidden in the undergrowth—and put yourself ahead in the Rupee rankings.



DIVE FOR SUNKEN TREASURE

When swimming in ponds and rivers in the Sea of Trees, dive deep as you can! Rupees along the bottom—just when you thought you'd found them all—will reward you in their coins. If one traps you, beg a friend to hook you free.



WRESTLE WITH THE RUPEE-LIKE SNAKES

If Rupees appear in a tangle of serpines, keep your distance. When you touch them, you'll transform into green snakes and make them bite you. You can't bite back, so make your way to their coils. If one traps you, beg a friend to hook you free.



A GAME OF TAG WITH THE WRAITH

The Rupee Wraith bites in chase. If you're the unlucky victim who tries its cruelty, it will chase you and knock you down. Knock another player to get the mouth off your back.

SEA OF TREES BOSS



COLOR GUARD
Players must strike the boss's head with their swords to damage it. Then, the player who must pull off especially hard strikes to sever a limb of the boss's torso to reveal a hidden exit. The two bosses whom strike the colors must strike the last.

TALUS CAVE

Devilish forces breed, change and conspire in Talus Cave's dark depths. Probe its caverns once—you may pierce a monster-infested mine. Probe it twice—you could stumble across a constellation of chasms. You may never know its true depths, however, no matter how often you breath its rock walls. Talus Cave has tectonic-shift tendencies.



UNDER PRESSURE TO COOPERATE

When you encounter a pressure plate, assemble your team in time at the spot. Your combined weight will activate the switch. The benefits will be permanent—if you wait to remain on the spot.



SEVERAL SHOULDERS TO BOULDERS

Throughout the Talus Cave, you'll run into dead ends blocked by boulders and other obstacles. Assemble your whole team at the spot and either shove or lift the object out of the way.



CLOSE QUARTERS ON PLATFORMS

Squish platforms inwards with arrows. Head in the direction of the arrow that a player steps up. To crowd all players onto the platform, move in very tight while others stand on corners.



FORECASTING INVISIBLE RICHES

You can tell where chests will appear out of thin air if you point the right switch or defeat the right boss by activating the sequence etched into the floor. Keep a sharper eye than your friends do.



FLIP SHELLED CRITTERS WITH SHIELDS

Shelled critters will crawl around, trying to damage you with their spikes. Throw your shield in front of your body to block one—the critters will ricochet and flip onto the back, completely vulnerable.



DON THE GNAT HAT TO MAKE ICE NICE

The floors of Talus Cave are frequently coated with slippery ice. To maintain your footing, slip on the Gnat Hat and use its power to shatter. You'll be able to navigate the ice without slipping.



VOLLEY THE WINGED FEEDS

Watch a winged creature fly across it to earn its trust. Once you mount it, pick up an arrow and throw the line. It will try to fly, depending on a soft underbelly. A cool and heroic mount stands in its path and strike it.



BOMB THROUGH CRACKED PARTS

These bombs at cracked floors will blow through obstacles. You can detonate the bombs early by pushing A. When throwing bombs, watch out for enemies who might be near the blast zone.

TALUS CAVE BOSS

Only through teamwork can you defeat the big winged duo known as Talus Cave. First free the beans by chopping it out of its ice prison. Then use the Pegasus Shoes to dash into it and push the foe into the wall to freeze it. Knock on its prison again. Repeat until the boss transforms into its true self.



HACK AT THE HUES

After the boss changes form, you'll face a colorful creature. Each player must strike the creature with a sword as red, blue, or green. If only other players can see your color on the board, no players should speak up when they see colors.

DEATH MOUNTAIN

Death Mountain holds caves so cavernous that lava flows freely through its tunnels. You'll face searing obstacles, lakes of magma and legions of fiery foes that torment your every step. Its chambers are as changeable and unpredictable as an inferno, so beware false confidence. Death Mountain lives up to its name—you may be buried inside forever.



WHITTLE THROUGH WALLS

You can destroy stone walls with strong lightning, shattering them into shards that tackle each wall as a solo project, but the rocks will go much faster when you assemble the team.



FRANTIC PINBALL WIZARDS

Stone blocks will spit out a shower of Rupees for a short time if you can make three. To collect the most Rupees, see how many blocks you can smash while the others collect the jackpot.



FIVE-ALARM ANTS IN YOUR PANTS

These fire-spewing ants that will light your flames on fire. They're fast, but you must run around until they do. Run into a corner to avoid lunging ants later.



UNMASK FIENDS WITH THE GLOVES

The creatures that wear metal masks are high-level enemies that are hard to defeat. Use the Magnetic Gloves to yank the mask away, then rush in and attack with your sword.



MAGNETIC GLOVES, DAREDEVIL MOVES

To cross lava lakes that are blocked by walls, one player should slip on the Magnetic Gloves and use them to control another player's position, then draw the player safely over the lava.



BOOMERANG DISTANT SWITCHES

Many switches and Rupees are on the other side of impossible-to-navigate obstacles such as waterfalls. Use the boomerang to swing across the distant obstacles and gather hard-to-reach Rupees.



IMPEDE CENTIPEDES WITH CHAIN LINKS

The centipede will move around wildly, which makes striking its weak spot—the head—difficult. Prevent it from moving by surrounding the centipede or encircling it in a barrier.



TAG-TEAM THE GELATINOUS MASS

If you avoid the jellylike blob by yourself, the creature will almost instantly reappears. Surround the creature with your team, then dash into its center to nothing but a foul-smelling mess.

DEATH MOUNTAIN BOSS

Death Mountain hides an incendiary monster that leaves a trail of lava to destroy. The lava is very hot, so never touch it. If you do, it will burn your shield. To extinguish the threat, you'll need to turn the fireballs against the monster.



COLOR-CODDED COMBAT

When the boss splits a fireball, the color-coded fireball must meet the fireball itself. After the fireballs change color, it will now fireballs that change color after the flaming orb is hit. A cool and useful move is to wait until the fireballs are red.

VAATI'S PALACE

Only adventures who hold the proper keys—Silver Keys during the first quest, Gold Keys during the second and Hero's Keys during the third—can enter Vaati's Palace. The mage's stately keep levitates among the clouds, and contains the most threatening hazards of all. Furthermore, its terrifying halls change like the wind.



IT'S A LONG WAY DOWN (FOR MOST)

Some walkway extensions can be broken only if another player's basic attack hits the blocks. To cross squares, players who can walk part of the way must carry and throw players to a distant safe spot.



BLAZE A TRAIL THROUGH THE AIR

Platforms that make walkways appear only if another player carries them are a bit of a challenge. Usually, only one player will be able to cross—that player must step on the button.



PERSIST AGAINST PUZZLING AREAS

You can reach all areas—no matter how unlikely it seems. You can even use weapons while other players are other kinds of gear.



PASSING BY CONSPIRING COLORS

To cross a series of colored walkways, one player must carry another player (the color that matches the next spot to the end of the first line), then throw that second player.



START THE FIREWORKS

To defeat a bomb remnant, you must light it with your sword. Then, however, drop your sword to another player's sword to light the fuse—the spark will ignite the bomb's fuse. Steer clear!



LEAVE FRIENDS IN THE DARK

To get ahead of another player, hide him in the shadows. Then, retrieve the treasure map by Pitch as a gift, thank him as if your friend. If you aim perfectly, the pot will fall onto the hero's head and all will go dark.



LEAD THE PACK WITH BOWWWOW

You can sic the Bowwwow—half pet, half weapon—on Bowser. However, it's more preferable to let it attack your friends. Bowwwow will shake them down for Rupees then gobble the gobs.



WHEN FLOORS ATTACK

The tiled floors of Vaati's Palace often rise into the air and fly at players. When the tiles are stacked, stick together and slash at the tiles as a team. The tiles won't have a chance.

VAATI: THE WIND MAGE

Taking the wind out of Vaati's sails permanently will require you to battle through Four Swords' throno. To beat Vaati for the first time, hurl bombs into his vortex. When a bomb nears the platform, he'll duck down to his base—use a Hurricane blade attack to blow the bomb away. After several hits, you may think you've won.



SHOWDOWN NP

Vaati quickly returns with a vengeance, though, when you're done. No matter what the madman throws at you, keep two stingers forward in your wind. Equipped at all costs and strike at players whom callous wind Vaati's attacks.



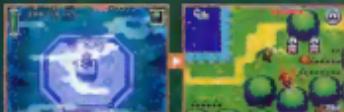
THE LINK BETWEEN ZELDAS

Four Swords and A Link to the Past feature a surprising synthesis. Goals you achieve in one game can affect your character and events in the other game. Any sword moves you unlock in A Link to the Past will transfer to Four Swords. And by achieving specific goals in Four Swords, you can unlock major new dungeons and new quests in A Link to the Past!

THE BEAM ATTACK

You'll learn to throw energy from your sword after you acquire the Master Sword in A Link to the Past—and that's just one of several amazing sword moves that you'll earn by completing quest objectives. It's a great way to show other players in Four Swords that you're the most battle-tested Link of the lot.

MASTERING THE BEAM ATTACK



To acquire the Master Sword in A Link to the Past, you must collect three magical artifacts in the Lost Woods. When you possess these, enter the Lost Woods and search for the true Master Sword among the many fakes. When you claim the blade, you'll learn the Beam Attack.

PALACE OF THE FOUR SWORD



Imagine what would happen if the most difficult bosses from dungeons throughout A Link to the Past got together to throw a lethal party in your honor—that's how difficult the huge new dungeon is. It's located within the Dark World pyramid, but only major heroes can enter.



To prove that you've got the mettle to meddle in the Palace of the Four Swords, you must defeat Ganon in A Link to the Past and vanquish Vaati in the Silver Key Zone. Then you'll face the dangerous bouncer who guards just inside the mysterious new home in the Dark World pyramid.

OLD FIENDS & NEW

The bosses have joined up. You can't defeat them in the same way you did in previous dungeons. From each house you'll win a special blade. And when the blades are combined, you'll come face to face with four more surprising bosses.

THE RIDDLE QUEST

Now that you've got a go-getter by scraping together three Rupees than others in Four Swords—if you do, you'll unlock the riddle quest in A Link to the Past. The lumberjack will ask you to fetch something for him. You'll probably say, "I'll go figure out what?" fetch all of the items, he'll teach you the Hurricane blade attack and stock your humble home with his curiosities.



After you've won 10 Medals of Courage from Four Swords, approach the lumberjack of the Lost Woods in A Link to the Past. You'll need to visit the Lumberjack NPC, Target Practice, and the Piggy Bank Station— you can find all three right early in A Link to the Past. Once you're fully equipped, speak with the lumberjack to begin the new quest.



THE QUEST CONTINUES

Last month, *Nintendo Power* tracked Link to the first major milestone of his adventure in *A Link to the Past*. He'd just defeated the sorcerer Agahnim, who in turn had transported Link to the top of a rather ominous and snake-looking pyramid in a new world.

BEFORE THE DARK

CATCHING UP, HEADING OUT

By the time you battle Agahnim, you'll own the Magic Mirror, which enables you to return to the Light World. If you haven't yet collected all possible magic items, take a few detours then begin your quest in the Dark World.

SAVE UP FOR ZORA'S FLIPPERS



Before you leave the headwaters of the Light World river—with all of its aquatic beasts—wave to 500 Tatzes. Then you'll need to buy Zora's Flippers from the aquatic creature that rules the waterways.

UPGRADE AT THE FOUNTAIN OF HAPPINESS



Once you can swim in deep water using Zora's Flippers, splash your way into the waterfalls that's not far from the Light World pyramid. In the waterfalls cave, follow your shield and homing beam into the water. A Great Fairy will enchant them and make each one much stronger.

NAB THE BOTTLES



SEE NO EVIL!



UPGRADE YOUR ARMOR

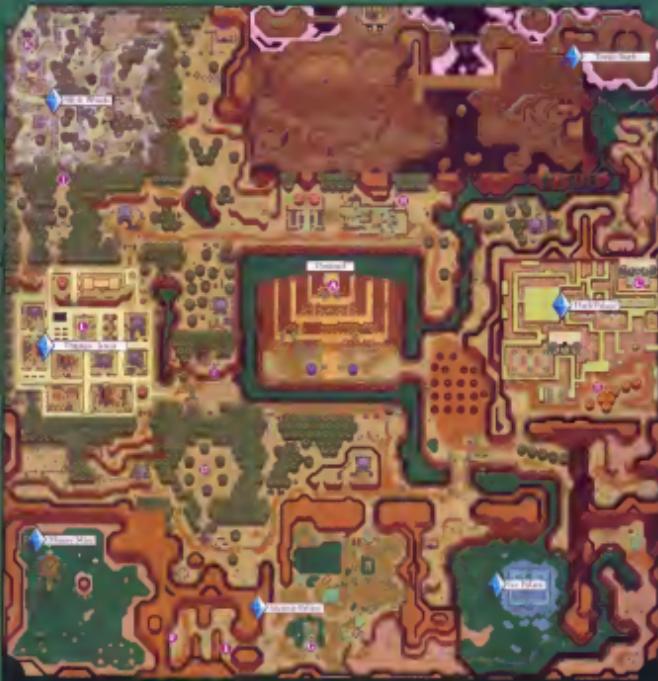


Now that you're equipped with your Zora's Flippers, you can keep items, potions or health-replenishing fabrics in them. Turn to Kakariko Village—one at the entrance, the other inside the Inn. The third is under the bridge.

To reach the first Dark World dungeon, jump off the pyramid and head east to the tangled hedge maze. Inside the maze, you'll meet a monkey that will be of great help in finding—and entering—the Dark Palace.

THE DARK WORLD MAP

Link's quest is far from over. The hero must plunder seven dungeons to find seven crystals, each of which contains a maiden. Our strategy leads you through three dungeons and helps you locate valuable items between dungeons—you'll need to use the Magic Mirror to reach the items needed as Light World treasures.



DARK WORLD MAP KEY

● Pyramid	● 1/2 Magic Power (Light World)	● Extra Ropes (Light World)
● Entrance to Hedge Maze	● Beads/Medallions	● Skull Woods Entrance
● Dark Palace Entrance	● Downing Palace Entrance	● Shell Woods/Boss Entrance
● Haunted Grove	● Magic Cape (Light World)	● Thieves' Town Entrance

DARK PALACE

1 BRIDGE COLLAPSE



Pick up a portkey that you can use to repair a broken bridge. It will collapse quickly behind you, and you'll need to outrun its destruction. Throw the port at the fire that blocks your flight.

2 BOMB NEW PATHS



Keep an eye out for crawling webs. Throw a bomb on the gross, ticklish spots, then run to a safe area. You'll often blow open a new path that leads deeper into the dungeon.

FLOOR 1



3 HELMASAUR KING



Break the helmet from the boulder by using a hammer or sword. It will drop a green orb, then hit the expanded green orb in its head with your sword, causing it to fall until it falls once and for all. But run away from its fireballs—they send fiery alarums in X-shaped trajectories.

SURVIVE THE CRYPTIC PASSAGES

The rooms, twists, pitfalls and bridges throughout Dark Palace can drive a hero mad, though it's just a taste of the innumerable dungeons yet to come. The Dark Palace yields the first crystal and the extremely valuable Magic Hammer. With it, you can pound many obstacles from the floor to move onward. The item opens new possibilities in both worlds, so don't leave without it.

4 PATH DEMOLITION



To reach the dungeon's lower levels, you'll need to break the cracked bridge. You'll blow open a hole. Leap into the gap to fall to a new pathway network.

5 BLIND IT TO SEE



When you smash the head and eye of the eyeless giant, the eye will roll into its eye. You'll witness a somber meeting—the whole monster will tremble away and reveal a passage.



FLOOR 2

6 BOSS

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SWAMP PALACE



1 FLOOD HALLWAYS

You'll need to open the floodgates in the dungeon to create swimmable areas—which will allow you to reach more rooms. Crystal switches will allow only you to reach new areas at work.

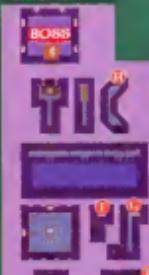
FLOOR 1



BASEMENT 2



BASEMENT 1

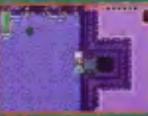


3 ARRGHUS

The Swamp Palace base is covered with protective pitfalls. Use the Hookshot to swing across them and destroy them with your sword. When Arrghus is exposed, use your Whirling Blade technique against it until the behemoth falls.

FREE THE SECOND MAIDEN

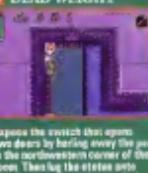
To enter the Swamp Dungeon, first enter the pond rooms in the Light World and drain the pond water. When you enter the Dark World's Swamp Dungeon, you'll discover that water has filled the entrance—allowing you to swim through it and reach the first dungeon room. Use similar flooding and floating techniques to make your way through the dungeon. You'll earn the Hookshot and a crystal along the way.



2 DOWN THE DRAIN

Now that you've made both blocks to open paths to pits. Each one leads to a deeper part of the dungeon, so prepare for some serious exploration. You'll need to come back to the room to leap into the other pit.

3 DEAD WEIGHT



Expose the switch that opens two doors by hitting every tile in the northwestern corner of the room. Then link the states onto the pressure-dependent switch. Its weight will ensure that the doors stay open while you run out of the room.

THE MAGIC CAPE

BURIED WHERE YOU'D NEVER EXPECT IT



Look into the areas piled inside the fenced area in the north part of the Dark World. Once inside the area, use the Magic Mirror to teleport to the Light World graveyard. You'll be standing near a tomb. Stand in front of it and use the Power Glove to open the sealed tomb.

ESCAPING FROM VIEW

One of the most mysterious magic items in A Link to the Past is the Magic Cape. When you wear it, you'll become invisible and be able to pass through some obstacles. Finding the cape is one of the hardest tasks in your adventure.

CLAIM THE CAPE AND VANISH AT WILL



You find the Magic Cape in the tomb's depths. When you wear the cape, you'll disappear from view, which makes it easier to avoid creatures you don't want to fight. You can also use the cape to walk through some electric switches. Both earn you the Magic Mirror rapidly.

MORE SIDE QUESTS

REAP THE RUPEES—REPEATEDLY



Any time you need a wealth of Rupees, head to the south of the Light World and throw inside the huge rock to find a staircase leading into the north. You can plunder the subterranean collector's treasure rooms and again—hell never hear from you.



HARD-WON HEART INSIDE DEATH MOUNTAIN



At the base of the west side of Death Mountain—in the Dark World—a sign hints at how to get a Piece of Heart from the nearby cave. Inside, use the Herdstone to create a chasm, then don the Magic Cape to pass through a bumper and approach the Piece of Heart.



THE OUTCAST HEART

Pay to play the chasm challenge in the Village of Deekar in the Dark World. Use the Herdstone to reach the house directly east of the Village of Deekar, then approach the chest to make it follow you. As you walk the house, use the Magic Mirror to teleport both you and the chest to the Light World. Then take the chest to the anonymous man in the desert. He's actually a twisted leprechaun who will pry the chest open.

STRANGE STORY OF THE FOURTH BOTTLE



The fourth bottle is located inside a chest in the Dark World. Use your Magic Hammer to reach the house directly east of the Village of Deekar, then approach the chest to make it follow you. As you walk the house, use the Magic Mirror to teleport both you and the chest to the Light World. Then take the chest to the anonymous man in the desert. He's actually a twisted leprechaun who will pry the chest open.

You are Now Free to Move About the Castle



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METROID PRIME

primed for battle

The battle for the secrets of Tallon IV continues in part two of our Metroid Prime walkthrough. Last month we took you all the way through the Wave Beam upgrade, which was deep inside Phendrana Drifts. The next leg of the journey will lead you through the Space Pirate research laboratories and into the heart of their defenses. Before you go, take a moment to learn about the mysterious Chozo Artifacts—you'll need 12 of them to complete the game.

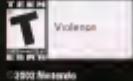
chozo artifacts

Before the Chozo abandoned Tallon IV, they scattered 12 Artifacts around the landscape. If you can find every one, you can use them to unlock the Impact Crater—where the final boss is waiting.

[ARTIFACT TEMPLE]



Once you find an Artifact, you can place it in the Artifacts Temple. To reach the temple, look for a blue door near the waterfall at the Landing Site. Jump up and walk behind the waterfall, then go through the door. You don't need to place an Artifact each time you find one—just save them up and place them all at the end of the path.



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super missile

The road to the Super Missile begins and ends in Phendrana Drifts. Head to an area called the Ruined Courtyard. To reach it, fire a Missile to drop the stalactite in Ice Ruins West, then use it as a bridge to reach a purple door. The Ruined Courtyard is behind the door.

[SPIN TO WIN]



There are two Spinner Devices in the Ruined Courtyard. The first is a small area of water, and the second is across the Morph Ball Site. After you see both Spinner Devices roll into them and press the B Button, go up to the Morph Ball Site and drop a Bomb. The water level will rise.

[TRAP IN A LOT]



The rising water will create a series of platforms you can use to leap to the structure in the middle of the room. As you jump, look for a small hole at the far end of the room. Roll through the hole to score an Energy Tank.

thermal visor

The next upgrade lies deeper inside the Space Pirate labs, so keep moving through the new area. There are plenty of blue, orange and red computer screens in the area. If you want to fill the Pirate Data section of the Log Book, scan everything you see.

[FLYING PIRATES]



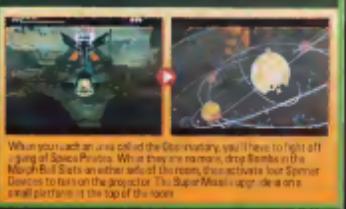
When you enter the Control Tower, take out three Space Pirates then look to the shore. A hand of Flying Pirates will sweep in and attack. Use Super Missiles to take them out in one hit. If you're low on Missiles, use the Wave Beam—but watch out! Lured Flying Pirates tend to crash-land, which can cause extreme damage.

[TAKE A STATION BREAK]



After you get the Energy Tank, walk the left corridor and go to the staircase. When you reach the top, turn left and go through a blue door to find a Space Station. Next, go to the stairs and head to another blue door to enter the Space Pirate labs. You'll find a Map Station on the floor of the next room.

[PLANETARIUM PROGRESS]



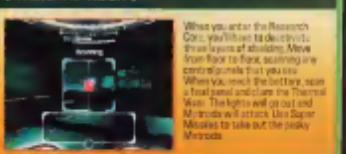
When you reach an area called the Observatory, you'll have to fight off a group of Space Pirates. When they're nearby, drop flares in the Morph Ball Site on either side of the room, then activate four Spinner Devices to turn on the projector. The Super Missile upgrade is on a small platform at the top of the room.

[EXPAND YOUR MIND]



There's a Missile Expansion inside Research Lab Author. Jump up to a platform and use the Morph Ball to roll across. You can also find an Energy Tank inside one of the vents along the wall.

[THERMAL VISOR]



When you enter the Research Core, you'll have to deactivate the power source of a structure. Use the Thermal Visor to find the control panels that you can deactivate. When you reach the battery, use a tool card and use the Thermal Visor. The light will go out and the power source will deactivate. Use Super Missiles to take out the pesky Metroids.

spider ball

The next upgrade on your list is the Spider Ball. But before you'll be able to secure the magnetic sphere, you'll have to fight your way back through the Space Pirate lair—in the dark. Use your new Thermal Visor to shed a little light on the subject and clear the area.

[YOUR CORE CONCERN]



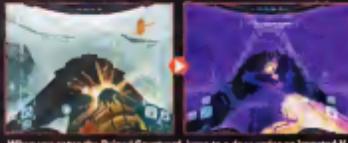
The door at the top of the Research Core will lose power when the lights are off. Use the Thermal Visor to find a round vent, then shoot it with the Wave Beam to restore power to the door. You'll have to battle Shadow Pirates first.

[STRONG ARM THE VITI]



On your way back, stop in Research Lab Hydro and look at the wall on the top floor. Scan them until you find one that can be hacked. Use the Thermal Visor to find a vent and shoot it with a Super Missile. When the vent clears, and it'll be able to pick up another Missile Expansion for your growing collection.

[THE DOOR IS FURP]



When you enter the Ruined Courtyard, jump to a door under an inverted V-shaped structure. Blast the apex with a Super Missile, then use the Thermal Visor and Wave Beam to power the door.

[SPEEDY SAMSU]

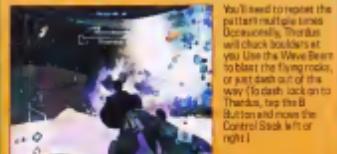


There's only one path to the Spider Ball, and you'll have to cross into rooms that have to be lit up. As you pass through a hole in the ceiling, Peter Dankos will drop an explosive charge on your head. Use the Boost Ball to approach the hole without taking damage.

[THARDUS]



The Guide Ball leads to a Research Lab on the ceiling. Thardus. Use the Thermal Visor to find a glowing weak point, then blast it with the Wave Beam or Super Missile. When the Thermal Visor overloads, switch back to the Combat Visor and shoot at the glowing blue area.



After a fight, Thardus will curl into a ball and roll around. The safest strategy is to retreat and dash away from the creature and wait until it stands up again. If you're the impatient type, you can fire a few blasters with the Wave Beam.



[SIEVE: MEL]



More likely than not, and it's hurting for a weapon after the Thardus battle. Use the Spider Ball to roll up the track of the block of the room, then take the elevator down to Magneto Core. Use the Sieve Station. Note that the Sieve Station is located so that you can Missile during the Thardus battle. If need it to enter the Sieve Station.

wavebuster

The backtracking path to the Wavebuster is long and treacherous. Trek through Magneto Core to claim an Artifact, then grab a couple of Missile Expansions from the Chaos Bolts. You're going to need a lot of Missiles to get the Wavebuster, so return to Samus's ship if you're running low.

[CHOZO RITUAL]



[FREE MENDOZ]



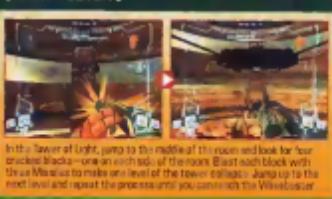
Go to the Monitor Station and activate the Spiner Device on the floor to the right. Use the Wave Beam to blast through the bridge, then switch to a blue disc. The new room is called the Warmer Shrine, and it contains a Chaos Artifact.

[LURE ROLL SHRIE]



Go to the Morph Ball Shrine and use the Boost Ball to rocket up the ramp and speed to a higher level. On one of the ramp holes a Missile Expansion, and the other holds a Spider Ball Track that leads to the Wavebuster.

[WAVEBUSTER]



After a layer of light, jump to the middle of the room and look for four glowing blocks. Use the Wave Beam to blast each block with the blue disc to melt the ice head of the frozen statue. Jump up to the next level and repeat the process until you can reach the Wavebuster.

ice beam

The familiar sound of frozen Merizoids is music to a bounty hunter's ears. But before you can get your freeze on, you'll have to claim a new Arm Cannon upgrade—the Ice Beam.

[WHOOGER]



As you pass through the Ruined Spa, cast into Morph Ball form and jump into the fountain. A layer of water covers the floor. Use the Ice Beam to grab on to a Spider Ball Track, then boost up the tracks and ride them to the Morph Ball Slots. Finally, ride up a moving piston to reach another Missile Expansion.

[CROSSING THE WRY]



In the Crossway, cast a wall hanging with a Super Missile. Scan the horizon to locate a Spider Ball Track, then boost up to the tracks and drop Bombs in the Morph Ball Slots. Finally, ride up a moving piston to reach another Missile Expansion.

[CHOZO BOWLING]



Smash the ball of the Bolans, fight the Chaos Ghost, then fall into the air and land on the floor. Use the Wave Beam to blast the floor of the room. Finally, drop a slot and shoot it with the Wave Beam. Then jump on the slot and roll you again. Walk to the Reflecting Pool and drop a Bomb in the bottom of the pool. Use the Boost Ball to speed to the next level, then go through a door and grab the Ice Beam.

gravity suit

Travel a Save Station across from the Ice Beam room. Use it, then roll through a tunnel to an elevator. Take the elevator to the Tally Overworld, then head back to Phendrana Drifts and use the Spider Ball Trick in Magna Caverns South—the room behind where you fought Thardus.

ERSY FREEZY



Explore the new areas until you enter a room called Frozen Pipe. Drop to the very bottom of the room (underwater) and climb up and you'll find a purple cube and a small chest. Open the Freez Cube. You'll find Hunter Mynocks in the cave—take them out with an Ice Beam blast before a single Missile.

[LR LONG TREK]



Touch the Drift Suit, you'll have to make some leaps. Look to the left, then fire Missiles to make them fall. You'll have to shoot the ice junctions both in Front Cavern and Hunter Caves. From Hunter Caves, walk through to the Gravity Chamber (outlook for the Gravity Suit upgrade). It's easier to find if you use the Thermal Visor.

power bomb

The Gravity Suit lets you move through water as if it were open air. After you obtain it, you'll need to enter the crashed Pirate Ship that you encountered at the beginning of the game. Go back to Tally Overworld, head for the Frigate Crash Site and look for a white door.

[LR WATERY HIDING PLACE]



Once you drop into the water in the middle of the Frigate Crash Site, look around for a white door (the Tally Water). Once you enter it, head to the left side of the pool, then climb out and look for a white door behind a stack of crates. This door leads to the secreted Pirate Ship.

[POWER ON]



Most of the doors inside the secreted ship have two power-ups as you'll need to raise the piece. Use a combination of the Thermal Visor and the Wave Beam to change the floor and ceiling. You'll need to use eye-open for attacking Again Please.

[LRHTS R BIG GUN]



In Phazon Mines, go through the following rooms: Main Bazaar, Main Security Station and Elite Research. At the top of Elite Research, use a Spinner Device to move a gate, then open a computer to fix it. The left-hand rock wall holds a Missile Expansion.

[TRACKING DEVICES]



Inside Dex Processing, drop one Bomb in the Morph Ball Slot on the bottom floor, roll to the top and drop two Bombs, then return to the first floor and drop three Bombs. Take the red truck to the main area.

[POWER BOMB]



Go through the following rooms: Bio Control Access, Elite Control, Lanthanum Shaft and Control Room. Once in Control Room, drop a Bomb to destroy a Clicked Draw with the Wave Beam, then roll through the floor. Shoot through in the floor to the room to find the Power Bomb upgrade.

grapple beam

Drop one Power Bomb at either end of Central Dynamics, then walk through the far door and save your game. Afterward, head back to the large device in the middle of Ore Processing to earn the Grapple Beam.

[GREEN FOS PHING]



There is a weak metal grating at one end of the Ventilation Shaft. Open a hatch and then climb down the narrow hole to the left. Use a Power Beam (both) to remove the power panel from the Westbridge Shaft and to recruit an Energy Beam. Grab the tool and make for the Processing.

x-ray visor

The fourth and final visor can be yours if you are clever. To reach the X-Ray Visor, leave the Phazon Mines and enter the Great Tree Hall. Before you exit the mines, however, take a moment to grab another Artifact.

[ECHOZ ARTIFACT]



Go to Elite Research and drop a Power Bomb over the cracked tank. A Phazon bite will emerge. Wait for it to raise its arms over its head, then shoot it in the face with a Super Missile. Once it's gone, grab the Chozo Artifact inside the tank.

[LRHPP HODDENFAMY]



Leave the mines and go to the Great Tree Hall. Enter the Bridge Room, then drop a Bomb to a drop. Go through the door, drop a Power Beam to enter the Life Grove Travel, then walk through Waterfall Valley. Use the Wave Beam to change the floor, look for a bridge piece. Collect up and down until you land on top of the bridge, then drop a Bomb to a drop. Use a Missile Expansion. Afterwards, continue on your way.

[GRAPPLE BERM]



As soon as you exit the Ore Processing, turn right and jump a large gap. Place a Power Beam under the pit of rubble, then lay two Barriers inside the Morph Ball Slot. Drop down one level and place three Bombs, then drop to the bottom and lay one Bomb. Walk to the yellow Spider Ball Trick to find the Grapple Beam.

[X-RAY VISOR]



Drop into the Life Grove; you'll land on a bridge. Look for the X-Ray Visor in the middle of the room. Once you have it, plant a Power Bomb next to the wall to trap your way free. If you don't, plant a Power Bomb next to the wall to create a opening down the wall to earn it.

[ECHOZ ARTIFACT]



A Chozo Artifact lies walking in the Life Grove. Roll through the water until you find a round, blue orb. Drop a Bomb there to recruit a Spinner Device. Once inside the device until a bridge forms, then run across the bridge to find the new Artifact.

the end of the beginning

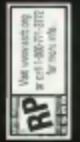
It's been a long, hard battle, but you're not even close to the end! There are still tons of Missile Expansions, Artifacts and Energy Tanks waiting to be found—not to mention a few more

upgrades for the Power Suit and Arm Cannon. Use the new visors to search every nook and cranny of Tally IV. Good luck! You're going to need it.



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ATARI



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EXPLORING ARCADIA
2000-2001

THE AGE OF EXPLORATION

With the creation of airships, Arcadia's people were finally able to explore lands far beyond their own. Sailors would return home with awe-inspiring stories about exotic lands and mysterious cultures. Friends, family, and people took to the skies with hopeful dreams, and the hunger for exploration grew. Merchant ships set up trade routes between the newly discovered lands, bringing about a new era of life. With a love of long-lost treasures and the temptation of wealthy merchant ships, air pirates appeared. Air pirates developed two factions—the cruel, predatory Black Pirates, who steal from any ship to the sky, and the valiant Blue Rogues, who farm for treasure and steal only from the tyrannical Imperial Armada. From the Blue Rogue's legacy comes the story of Vyse—a brave, young Blue Rogue—his best friend Aika, and the amazing

THE ALBATROSS

Arcadia is vast and beautiful. With an airship in your disposal, you can easily travel to the far reaches of Arcadia. Dress the Imperial Armada in each ship.

The skies can be a dangerous place, especially for small and unprepared vessels. Stock up on armor, artillery, and other useful items for the size of the ship you're using.

Exploring ancient ruins and mysterious lands can be dangerous. When you travel to the far reaches of Arcadia, more lands will appear on your world map.

Setting off on these new lands, you'll find many new gods. Stop and chat with other explorers to discover secret black market shops and gather wild stories about the land.

FRIEND & FOE

Vyse and Aika begin their journey alone but soon meet many friends to aid them in their quest. Through their victories and hardships, the lives of the characters become intricately intertwined. Relationships form, histories are unraveled and trust grows. With a strong loyalty to each other and to their cause, Vyse, Aika, Fina and the countless friends they make fight for the freedom of Arcadia and those they love. The eagling heroes will face many enemies as they battle the valiant Imperial's ruthless forces, but a Blue Rogue never gives up.

Friends like Vyse and Aika, but Vyse, Aika, and Fina are always together. Joined by him, the true heroes destroy together and grow strong.

THE LEGENDS OF ARCADIA are almost as colorful as the six moons. Each person you meet has a unique personality, style and sense of humor.

As Vyse, Aika and Fina search Arcadia for the six ancient Moon Crystals, they meet many strange and wonderful people along the way.

VYSE
A valiant Blue Rogue with a noble heart and a fierce spirit. Vyse yearns to see the world with his own eyes, loves adventure and is unfalteringly loyal to his friends.

EXPLORE ARCADIA

For each of Arcadia's six moons, there is a unique culture and land. Arcadia's six kingdoms are formed from island clusters where people have built cities, temples and fortresses. Having access to an airship is a must for traveling in Arcadia—the sky is the limit, literally. Upgrade your airship with an array of cannons, armor and other accessories to protect against hostile ships.

THE ALBATROSS

The skies can be a dangerous place, especially for small and unprepared vessels. Stock up on armor, artillery, and other useful items for the size of the ship you're using.

CONFlict & CONQUEST

All battles in Skies of Arcadia Legends are turn-based, but the battle details and strategies are unique. Vyse and friends will encounter enemies on land and while flying the skies in their airship. Each character has a weapon type that he or she alone can use, but all of them can infuse their weapons with any colored Moon Stone the party possesses. Through battle, the party builds up a reserve of Spirit Points that the characters use to cast spells and perform powerful S-moves. Spirit Points rise as the battle rages and as party members Focus. Characters gain experience toward their levels and toward the types of magic their weapons are infused with. It is how characters learn new spells.

BATTLE BY LAND

As Vyse, Aika and the rest of the Blue Rogues travel the world, they'll encounter hostile creatures and people. Through turn-based battle, you'll defeat enemies in ancient temples, palaces and lands to grow in strength and progress further in your quest.

CONQUER BY AIR

Abof their vessel, a skilled crew of air pirates is unstoppable. Valiantly flying the Blue Rogue flag from their most stall times, Vyse and friends enter battle with Black Pirates, the Imperial Armada and other enemy airships that dare cross their path.

AIKA
Vyse's best friend since childhood. Aika is a headstrong, spirited girl with a kind heart and steadfast determination. She'll follow Vyse to the end of the world and back.

THE ARCADIAN MOONS

RED MOON
Vyse holds the Green Moon Stone. Green Moon magic is used to defend and heal. Red Moon magic is used to attack and harm. Imperial Armada's signature? Embodiment.

PURPLE MOON
Dragonfly-like are the Blue Moon Stone. Blue Moon magic is used to defend and heal. Purple Moon magic is used to attack and harm. The Purple Moon's signature? Embodiment.

BLUE MOON
Dragonfly-like are the Blue Moon Stone. Blue Moon magic is used to defend and heal. Blue Moon magic is used to attack and harm. The Blue Moon's signature? Embodiment.

YELLOW MOON
Dyna-like are the Silver Moon Stone. Silver Moon magic is used to defend and heal. Yellow Moon magic is used to attack and harm. The Silver Moon's signature? Embodiment.

SILVER MOON
Fox-like are the Silver Moon Stone. Silver Moon magic is used to defend and heal. Silver Moon magic is used to attack and harm. The Silver Moon's signature? Embodiment.

MOON STONE MAGIC

All creatures on Arcadia have innate moon elements that reflect the moons of their native lands. Moon Stones are small pieces of the moons, and they empower users with the corresponding moon elemental magic. Vyse and his companions learn new magical abilities by using Moon Stones on their weapons in battle. You can change your weapons' elemental properties at any time when you possess different-colored Moon Stones. With that tactic, you will gain normal and magical experience in battle. Learn your enemy's elemental weaknesses and imbue your weapons with corresponding Moon Stone color to sway battles in your favor.

FINA
A shy, soft-spoken girl whose background is shrouded in mystery. Fina is brave and purposeful when confronted, but she is also strongly native about the practices of everyday life on Arcadia.

BLUE SKIES AHEAD

Following their dream to see what lies beyond the sky, Vyse and Aika set out with Fina, unaware of the incredible suns their world will take. Through their travels, they'll be exposed to their culture, friends and family, but they never forget to have fun. An epic and elaborate tale unfolds in Skies of Arcadia Legends. The unusual plotlines will challenge the player's imagination, and often humorous, depths— and many aspects that make the game an incredible experience. Stay tuned for detailed coverage of Skies of Arcadia Legends in next month's issue of *NGP*!

SKIES OF ARCADIA

LEGENDS



NINTENDO
POWER



slash

KEY FEATURES

- Redline Monster Forks.
- Alex X-303 alloy rims.
- Promax brakes.
- Redline Freaky G Grips.
- Colors: Grey & Blue.



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Harry Potter

AND THE CHAMBER OF SECRETS.



House-elf Dobby's warning rings true this issue. "If Harry Potter goes back to Hogwarts, he will be in mortal danger." Join us as we guide Harry to school and closer to the Chamber of Secrets.

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E
E 10+
Violence

Passage to Diagon Alley

In last month's review of Harry Potter's GCN debut, Harry had gone one fireplace too far in a mishap with Floo Powder. He landed in Boogin and Burkes, a Knockturn Alley wizard's shop.

Before the shopkeeper knew Harry was there, the young wizard managed to learn the Lumos spell and leave via a secret exit. Harry's adventure continues in Diagon Alley.

The School Year Begins

Harry is in Diagon Alley to prepare for his second year at Hogwarts School of Witchcraft and Wizardry. As you guide him

into the alley, you'll meet Mrs. Weasley and her daughter, Ginny, who has had her own problems with Floo Powder.

Things To Do

- ✓ Cast the spell books.
- ✓ Find Griphook's Spellbook at The Leaky Cauldron.
- ✓ Find Dobby's spell at Gringotts and Jubes.
- ✓ Find Griphook's scroll at The Magical Menagerie.
- ✓ Buy a val for Mr. Malfoy's apothecary.
- ✓ Go to the bookstore.

BUY A BOOK



Your first stop should be Flourish and Blotts. There you can purchase the Standard Book of Spells (Grade 2) for use with the Chamber. A quick read will teach you advanced spell casting. Use your new skills to break open the barrels with Flopbeads and earn Bikkles.

HAGRID'S HAUNT—THE LEAKY CAULDRON



When you try to grab Griphook's Spellbook, you'll fall through a floor. Find a scroll to rescue the door. After you pass Fire Crabs and rolling barrels, pass a book off a ledge and use it to climb to another ledge. When you reach the upper floor, you'll be able to grab the spell book without falling.

COLLECT THE QUILF



Cast Flopbeads on the Magical Menagerie in Gringotts and Jubes to open a passage to Griphook's Lair. Look for another passage behind one of the bookcases.

SNEAK TO THE SCALES



The shopkeeper at The Magical Menagerie will tell you that the store is closed. Use the Wall Sucker Technique to elude him, then push a panel on the wall to unlock a door and find Griphook's Brass Escuton on the other side.

PURCHASE A POTION



Once you have eight Bikkles, buy a val for Mr. Malfoy's Apothecary and fill it with Wiggenwoddle Stew and Peper from a cauldron in the store.

Off to Hogwarts

After you collect Ginny's things, you'll return to Flourish and Blotts to meet the famous Gildroy Lockhart. While Lockhart bends your ear with his adventures, Ron will inform you that

Things To Do

- ✓ Rescue Ron.
- ✓ Meet Ron outside the Hogwarts entrance.
- ✓ Go to the Gryffindor common room in floor 2.
- ✓ Visit Fred and George's Wizarding Shop.

WATCH FOR ROOTS



As you make your way around the tree, use Flopbeads to hit the roots that pop out of the ground.

FLIPENDO FINESSE



After you clear Flopbeads out of the way and crawl through a small hole, you'll find a band of Imps. Hit them with Flopbeads, then break through a log barrier by casting Flopbeads again.

LIGHT SPOTS



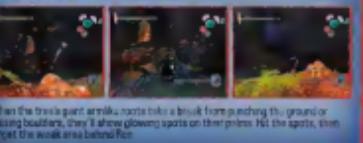
Climb a fallen log to an owl perch and get advice from Hagrid on how to ward off Dustrons. Use Lumes to make the spots turn red.

IMP ALERT



You'll crawl through a hole to find more Imps. Clear them away, then fill your val and crawl through another hole.

Rescue Ron



When the treacherous Dustrons take a break from punching the ground or tossing boulders, they'll show glowing spots on their palms. Hit the spots, then lay at the weak area behind Ron.

ENTER HOGWARTS



Following a conversation with Professor Binns, you'll have a chance to explore the grounds. When you're finished, go inside.

GROPSHODOR!



Take the grand staircase to the seventh floor and talk to the portrait of the fat lady. Haminine will step in and tell you the password.

TRADE BEANS FOR GOODS



Ron will tell you about Fred and George's shop. Sneak past Professor Percy and speak to a small portrait. The painting will move aside and allow you to enter.

Day One

The main activity during your first day of school is Madam Hooch's Flying class. You'll meet Ron in the entrance hall then walk to the flying pitch for the lesson. If you manage to get a

Things To Do

- Meet Ron in the entrance hall
- Complete a flying lesson with Madam Hooch
- Take to Neville and encourage Hogwarts students to emergencies

TAKE TO THE SKY



The way that you move the broom initially will determine the control scheme. Madam Hooch will give you a practice run then challenge you to a test. You must fly through as many enchanted rings as you can before time runs out. If you earn a ring, keep flying forward. It takes too much time to double back.

FUN AND MINIGAMES



Whenever you catch up with Neville Longbottom, he'll challenge you to your choice of games—Gryffindor racing. If you do well, you'll earn cards.

Day Two

On the second day of class, you'll finally see Gilderoy Lockhart in action as the new Defense Against the Dark Arts teacher.

EXPILLIARMUS OBSTACLE COURSE



Cast Expelliarmus as well as punches to make steps pop out and splice bolts of energy. Dodge the bolts, then hit them with Expelliarmus. Turn down a trajectory with Offidna, then cause blinding bolts to drop by severing ropes. When you find spinning bolts, turn and never let your robes to allow them down. Hit Pen Grabs and cannons with Expelliarmus.

Fireball Volley



Catch the Gryffindor fireballs with Expelliarmus, then turn them back.

Duel Draco



Attack Draco's Fireballs with Expelliarmus, then cast Expelliarmus.

RING AROUND THE STADIUM



The switch creates a wave of magic rings in Quidditch practice. Fly through the rings as you chase the switch around the stadium and take off at super speed when your broom's charge is maxed out.

Night One

Neville has gotten himself stuck in a tapestry. When you reach the common room, Hermione will ask you to free Mr. Longbottom from the enchanted wall hanging. To do the job, you'll need

Things To Do

- Find the Marauder's map.
- Remove Horklump from a greenhouse doorway.
- Find the Diffendoowering charm.
- Release Neville from behind the tapestry.

PASS THE PREFECTS



The library is on the second floor. Enter the library once first and soon past two prefects to the library door.

SMASHING READ



Meeting with McGonagall is opposite the library entrance. Collect the book, then break glass jars for goodie inside.

LEAVE THE LIBRARY



The prefects are still in the library entrance. If they catch you, they'll cast Lockdown on you and send you back to the library.

HORKLUMP HEAVE



You'll find three Horklumps in front of a greenhouse door. Hit them with Expelliarmus to knock them over. Before they grow back, pack them up and toss them out.

DELIVER DIFFENDO



Look for a book in the greenhouse. When you find it, you'll leave the Gryffindor common room and cast Neville out of the tapestry.

LET OUT LONGBOTTOM



After an incident in the second floor, return to the Gryffindor common room and cast Neville out of the tapestry.

Night Two

Rumors of the Chamber of Secrets have piqued Hermione's interest. In your second night at Hogwarts, she'll ask you to

Things To Do

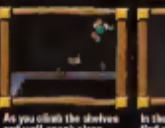
- Enter the Library
- Get McGonagall's History from the restricted section of the library on floor 2
- Show Hermione the copy of McGonagall's History

PREFECT PUZZLE



In the library entrance, open the door to the right of the library entrance. Then, make past the prefects in the restricted section.

FOLIO FIGHT



As you attack the shadow and wall-break along narrow passages, wait for hooks to fly away before you pass them.

HEDWIG HELPS



In the upper chamber of the restricted section, you'll find an exit on one end and an exit path on the other. Call Hedwig to the perch and feed her the treat. She'll make a ladder drop. Climb up, then jump across the obstacles in the Hogwarts library book.

THE BATTLE OF THE BOOKSHELF



After you collect the book, you'll gain access to a new area. Once there, you'll face off with an automated bookshelf. Knock it over with Expelliarmus. Then, pack it up. Finally, you'll need to pack it back up and jump across to obtain the Skurge spell.

ECTOPLASM EXIT



You can use the *Shunpo* spell to dispel the gross, goopy ectoplasm that Mafiosa covers doors and passageways. Use it to gain access to a round room that has several glass doors and easi barricade. Dissolve the ectoplasm, sever tapestries and push panels. After you push all of the panels, the barricade will vanish.

BOOST, FIRE AND UNLOCK



When you reach the next blocked passage, push a box up against a ledge, climb up, clear a passage with *Shunpo* and use *Figriddle* to push a switch.

Day Three

Your third day at school is a busy one indeed. You'll learn a new spell in Transfiguration class, turn rocks into birds, battle

another gargoyle and play in a Quidditch match against Hufflepuff, leaving almost no time to collect Bertie Bott's Beans.

TRANSFIGURATION CLASS — QUEST FOR THE AVOPARS



Use *Shunpo* to clear away blocking ectoplasm, and push two panels to open a passage to a central chamber. Use *Shunpo* and *Lumos* to move a block, then climb the block for a boost to the top of the central structure. Jump and *Wid-Sneak* around the room, blast another barrier and collect the spell.

BLOCKS INTO BIRDS



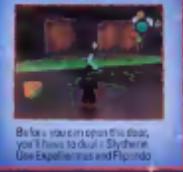
Use *Aviary* to turn two rocks into birds. The birds will land on floor panels and give you a boost.

BUILD BRIDGES



In the main area, clear passages with *Aviary* and hit switches with *Figriddle* to drag bridges.

Duel Goyles



Before you can open the door, you'll have to duel Shythere. Use *Expelliarmus* and *Figriddle*.

HISTORY LESSON



You may be lost, but you're very close to the Library. Simply, crawl through a hole and drop into the library area.

When you bring the history book to Hermione, she'll read it out and tell you about the Chamber within the Chamber of Secrets.

Night Three

Upset by Dementi growing disdain for students who don't have witches and wizards for parents, Hermione will recruit you to

Things To Do

- Meet Hermione in the girl's bathroom on floor 2
- Visit Draco Malfoy in the Diggings
- Meet Hermione and Ron in the girl's bathroom on floor 2

POLYJUICE PLAN



Hermione is waiting for you in the girl's bathroom. She'll make you feel like Draco's friend, Goyle.

discover what the slimy young wizard is up to. You'll need a disguise before you can approach him.

IN THE DUNGEON WITH DRACO



When you catch up to Goyle, he'll fill you in on the Slytherin side of what he's going on in the Chamber of Secrets. After you're finished speaking with him, use *stealth* to sneak out of the dungeon.

Day Four

The main item on your agenda for the fourth day of class is to learn the *Incendio* spell in Charms class. As you have done in

INCENDIO EDUCATION

- Attend Charms class on floor 2
- Play in the Quidditch match vs. Ravenclaw at the Quidditch stadium



When you reach Professor Flitwick's Charms class, he'll challenge you to collect the *Incendio* spell. After you climb into the Charms Challenge Chamber, you'll duel a gargoyle for entrance to another area, then duel two more gargoyle to open the passage to the spell. Use *Expelliarmus* to hit them with their own shots.

START A FIRE, STOP A FIRE



Use *Incendio* as a stone axe to make a pillar crumble, walk down an open passage and hit a switch to extinguish a blocking flame. Return to the main room and raise platforms by using *Incendio*, then cast *Figriddle* or two of the bear stickers. Key on the platforms and push a button to raise the floor. Repeat the process on the other side to extinguish the entire flame, then leave.

The Chamber Awaits

The diary of Tom Riddle will turn the story to events from 50 years ago, when Riddle and Hagrid were students and the Chamber of Secrets was last opened. You're getting closer to understanding the chamber's mystery. You have a few more clues to find, two more Quidditch matches to play and one frightening night in the forbidden forest to endure. Then you'll be ready to enter the chamber and discover its secrets. ☺



CLASSIFIED INFORMATION

CODES THAT WORK, STRATEGIES THAT HELP, INFORMATION THAT YOU CAN USE.



The gurus of surfing, hip hop and monster-sized mayhem all get code-breaking coverage this month. When we're not surfing with a tiki god, putting up with Busta Rhymes or busting buildings with Orga, we'll unravel the mystery of feng shui and give you one last code for Freestyle.

4X4 EVO 2 GCN

ARMED CROSSING GCN

FREESTYLE GCN

GODZILLA: DESTROY ALL MONSTERS N64 GCN

KELLY SLATER'S PRO SURFER GCN

MLB SLUGFEST 20-03 GCN

NBA LIVE 2003 GCN

STAR FOX ADVENTURES GCN

STAR WARS: THE CLONE WARS GCN

STAR WARS: THE CLONE WARS
INTERVIEW BONERIES—PAGE 87

KELLY SLATER'S PRO SURFER

GCN

▼ CHEAT TSUNAMI

RAISE A WAVE OF UNLOCKING AND UPGRADING CHEATS.

It may be too cold to surf outside, but the water is fine in Kelly Slater's Pro Surfer. Activision's surfing sim is rife with cool codes, including one that unlocks ubiquitous board-balancer Tony Hawk. Select the Extras entry from the ship's cab main menu, then choose the Cheats option. The cheat-entry interface is a cellular telephone, and every cheat is a 10-digit telephone number. After you enter a valid code, the telephone will flash the message "New Cheat Unlocked." Select the Toggle Cheat option to look at a list of your unlocked cheats and to toggle them on and off. Cheat start in the "off" position. You can turn them off by highlighting them and pressing A.

CHARACTER-UNLOCKING CHEATS

Four unlockable characters will ride the waves if you input the right digits. Two of them are fictional surf legends—two are athletes from other sports in Activision's sports game fold. Every unlockable character comes with his own customs board, such as the Surfreak's motorized board and Travis Pierson's tricked-out flame board.

CHEAT

RESULT

2105554721	TRICK
2105554717	HIGH JUMP
2105554007	HIGHES JUMP
6285559003	ALL TRICKS
2105551776	MAX STARS

STAT AND TRICK CHEATS

CODING

A handful of cheats affect your performance. With them, you can balance better, jump higher and pull off every trick in the book. The Balance code's effect is negligible, but the others work as advertised.

CHEAT

RESULT

2105554721	BALANCE
2105554717	HIGH JUMP
2105554007	HIGHES JUMP
6285559003	ALL TRICKS
2105551776	MAX STARS

CAMERA CHEAT

See the action from the eyes of a pro surfer by unlocking the first-person mode. After you enter the code, select the Camera Settings entry from the Options menu, then choose the First Person Camera Mode. When you start a session, you'll see nothing but a sandy beach and curling waves.

CHEAT

RESULT

6755553825	FIRST PERSON CAMERA MODE
------------	--------------------------

SUIT CHEAT

Every surf pro comes with his or her own unlockable personality suit—an alternate look at the surfer. Some of the changes are subtle. Some are silly. Some are strange. All of them show an aspect of the surfers' personalities.

CHEAT

RESULT

7025552518	ALL SUITS
------------	-----------

LEVEL CHEAT

You can sample every surf in the game by entering the All Levels code.

CHEAT

RESULT

3285554467	ALL LEVELS
------------	------------



The tiki god is a master of the waves. He has the best rated stats of any surfer, including Kelly Slater.

MLB SLUGFEST 20-03

GCN

▼ CODEFEST 20-03, CONTINUED

CODING

CRAZY TEAM UNLOCKS READ A NEW LIST OF SLUGFEST CHEATS.

In Volume 20, Classified Information brought you six cheats for Midway's wild baseball game. Now we have 13 more. A large chunk of them let you turn your players into animals, as odd as that may seem. The MLB Slugfest 20-03 code-entry system is similar to that of other Midway games. After you select your teams and press the Start Button, you'll see icons at the bottom of the screen that are associated with each team. You can change the icons by pressing the B, A and X Buttons. Press the buttons the number of times shown in the table below, then press the Control Stick in the indicated direction to trigger each code.

B	A	X	DIRECTION	RESULT
2	1	2	RIGHT	EAGLE TEAM
2	1	1	RIGHT	HORSE TEAM
2	2	-	RIGHT	LION TEAM
2	1	-	RIGHT	PINTO TEAM
3	3	3	RIGHT	TEAM TERRY FITZGERALD
-	4	-	UP	LDU BAT
2	4	2	UP	SUBTERR BALL
-	4	-	LEFT	MACE BAT
-	3	-	LEFT	MAXIMUM SPEED
3	-	-	LEFT	MAXIMUM RATING
2	-	-	RIGHT	BIG HEAD
2	-	-	LEFT	TINY HEAD
3	2	1	UP	ROCKET PARK STADIUM



No code collection is complete without cheats that change the characters' head size. Slugfest has big head and tiny head codes.



Terry Fitzgerald is the president of Todd McFarlane Entertainment. In Volume 18, we revealed the Team Todd McFarlane code (2 2 2 Right).



Three, two, one, blastoff! The Rocket Park Stadium is a real launching pad, especially if you use Volume 18's Maximum-Power code (0 8 0 Left).

NBA LIVE 2003

GCN

▼ HIP-HOP HOOPS

CODING

UNLOCK A STARTING LINEUP OF HIP-HOP STARS, LED BY RUSTA RHIMES.

NBA Live 2003's new Freestyle control scheme works hand in hand with a freestyle music mix from a group of hip-hop artists who appear as free agents in Session Mode. All you need is the right moves to unlock them. Select the Roster Management option, then enter the Create Player interface. Choose the player's bio and enter in any of the key words listed below as the player's last name. After you input the name, a confirmation message will pop up to tell you that you have unlocked a player. You'll find the player in the free-agent pool. All of the unlockable players have high overall stats. Busta Rhymes, DJ Clue and Fabolous have ratings of 96 (out of 100), while producer Just Blaze rates a 91 and Hot Karl rates an 87.

LAST NAME

RUSTA RHIMES

MIXTAPE

DJ CLUE

SHIT TALK

FABOLOUS

HOT KARL

JUST BLAZE



Select Roster Management, then choose to create a player with a key last name. You'll see a list of beats and all the beats.

FREESTYLE

GCN

▼ CASH IN

CODE

THE SOMONEY CODE UNLOCKS RACERS, TRUCKS, BIKES AND OUTFITS.

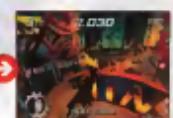
The Freestyle code mania has led to a final code—the one that unlocks everything! Select the Enter Codes interface from the Options menu and enter SOMONEY as your code. A "Valid" message will confirm correct code entry. The code unlocks all racers, trucks, bikes and outfit for the single-event modes. It unlocks only outfit (for the default racers) in Circuit Mode.

CODE

RESULT

SOMONEY

UNLOCK EVERYTHING FOR SINGLE-EVENT MODES



One code does the work of many! After you enter the code, you can customize in a single event any way you like.

▼ TOUGH SPOTS

ADVENTURER FOX MCLOUD GETS IN SOME STICKY SITUATIONS ON DINOSAUR PLANET, BUT YOU CAN HELP HIM OUT OF THEM

When we left Fox McCloud in Volume 16a's *Star Fox Adventures* strategy review, he was leaving CloudRunner Fortress with the second of four SpellStones. As you guide Fox through his journey, you'll face many challenges. We're here to help you through some of the toughest ones.

ENTER OCEAN FORCE POINT TEMPLE

The second SpellStone belongs in Ocean Force Point Temple. You'll find the entrance to the temple in Cape Claw. After you collect a Fire Gem, beat a member of the LightFoot clan on the beach, climb up to a closed door near the large rock face and use your SharpClaw disguise to enter a chamber. Once inside, you'll find a switch that stops the waterfall's flow, which will give you access to a cave. Follow the current into the cave, drop down to a Kraizo Head statue and collect another Fire Gem. With both gems in hand, climb the walkways on the exterior wall to an open entrance. You'll find two Kraizo Head statues and a door in a large chamber. The door won't open immediately after you place the Fire Gems into the statues. Something else has to happen first. Hit a switch in the back of the room to make a pillar drop to floor level. Tell Tricky to stay on the pillar, then hit the switch again to make the pillar and Tricky rise to the top of the room. Tricky will find brambles on the wall. Have him burn them to expose a hole. Sunlight will shine through the hole, energize the Fire Gems and cause the door to open.

After you traverse a tunnel, you'll find a large room that has a closed gate. Hit a switch with your Fire Blaster to make the water level rise, then swim through a side passage to a brambly barrier. Burn it, push a block into the main chamber and hit the switch to lower the water level. Then push the block onto a gate-opening floor panel.

OCEAN FORCE POINT TEMPLE INTERIOR

After you get past the electrified panels inside the Ocean Force Point Temple, activate the warp pad and warp to another part of the temple; you'll reach a series of rooms that have an overhead vent system. In the third room of the series, you'll find a closed portal and a switch on the wall. Hit the switch to lower the water level in the room, then drop to the floor and hit another switch to open the portal. Next, use the SharpClaw disguise to open a door that exposes a large block. Push the block to the ledge that is across a gap from the first switch, then climb up, jump and hit the switch to make the water level rise.

After you use Kraizo Spirit status to close fissures and open another portal, you'll reach a pit that has a slideable block and a massive series of walls. You must use Fire Blaster shots to slide the block into a target area without making it hit an outside wall. Start from the side opposite the entrance and blast the block six times while walking around the pit in a counter-clockwise pattern. When the block is in place, a Rocket Boost Pad will activate in the first room of the series, giving you access to a path to the room where the SpellStone belongs.



When you reach the pit, slide the block into place using your Fire Blaster. With the block in place, you'll be able to rocket up to the vents.

THORNTAIL HOLLOW—SAVE THE EGGS

An adventure in LightFoot Village will lead you to the Kraizo Test of Fire and a trip to Kraizo Palace, where you will put another Kraizo Spirit in its place. In Thorntail Hollow, a dinosaur will ask you to save her eggs from threatening creatures. When you enter the egg chamber, a timer will begin to tick down and creatures will appear from four holes. If you can keep the creatures from leaping with the eggs during the allotted time, you'll earn a staff upgrade. At first, you'll manage fine by attacking creatures with your staff. When the creatures come more frequently, use Ground Quake to defeat several creatures at a time.



When you reach the chamber with the locked gate, raise the water level, swim and push a block into the water. Then use the block to open the gate.

WALLED CITY—RIVER RUN

When you reach the Walled City, your first task will be to light the sun and moon beacons to access King EarthWalker's chambers. After you talk to the king, cross the river, collect the Ground Quake upgrade and talk to four EarthWalkers along the shore. Each EarthWalker will point you to a torch, which you can light with a shot from your Fire Blaster. After you have lit all of the torches, a series of magic rings will appear in the water. The course begins near the doorway. When you drop into the water and swim through the first ring, a timer will pop up and start to count down. As you swim through more rings, you'll earn more time. If you reach the end of the course before the timer runs out, you'll earn the Silver Tooth Key.



When the magic rings appear, leap to the water and start swimming. After you swim through the first two rings, drift left to catch the third.



When you go over the waterfall you'll have a chance to run on solid ground, but you'll make better time if you let the current carry you.



After you swim under the bridge, drift right and run on land. Leap up with the left side of the next ring and jump back into the water.



WALLED CITY—REDEYE RAMPAGE

A Life-Force door blocks a structure on the hill, on the far side of the river. The door is connected to the area's RedEyes population. Use your upgraded Ground Quake to knock the RedEyes to the ground, then hit the beasts with Fuel Barrels. When all of the RedEyes are gone, the Life-Force door will disappear and you will have access to the Gold Tooth Key.



Defeat the RedEyes, then collect the Gold Tooth Key from the building on the hill and use it (along with the Silver Tooth Key) to open the boss's room.

WALLED CITY—REDEYE BOSS

The boss of the Walled City is a huge RedEye, who is much too large to knock over with a Ground Quake. You'll find edges in two of the chamber's corners. Use a Fire Blaster shot to open one of the cages, and enter to find a Fuel Barrel. When you hear the RedEye boss approaching, step onto a pressure plate to cause an electrical surge in the hallway. When the beast walks into the current, it will drop to the ground. Run to the fallen beast and hit it with the Fuel Barrel, then run. Every time you hit the beast, the pressure plate will get closer to the electrical equipment that creates the current, making the beast drop at your feet. After you hit it with one last Fuel Barrel, Fox will hop onto the creature and remove the third SpellStone. You have one more SpellStone to collect in your effort to save Dinosaur Planet.



Hit the switch above the cage in the corner, then enter the cage and grab a Fuel Barrel.



Aim for the left side of the ring in deep water, then make your way to solid ground and run. Once through the last ring and move on to the key.



Zap the RedEye boss with an electric surge, then hit it with the Fuel Barrel after it drops to the ground.

▼ BLOCK-ROCKIN' CHEATS

CALL UP A HIDDEN CODE INTERFACE AND DIAL IN MONSTER CODES

Before you destroy all monsters, you can enter any of several cheat codes to make some giant-sized changes in Godzilla's GCN building-buster. At the title screen, press and hold L, then R, then R, Next, release R, then R, then L. A cheat-code-entry interface will appear. The codes are six-digit numbers. Change the first digit by pressing Left and Right on the Control Stick, then press A to move on to the next digit. Repeat the process until you have entered all of the numbers—a loud Godzilla roar will confirm correct code entry. A lower, quieter rumble of a roar would indicate that you have entered an invalid code.



At the title screen, press and hold L, R and R (in that order), then release R, R and L (in order again). The cheat code interface will appear.

MONSTER UNLOCKS

Normally, you would have to play through the adventure to unlock monsters one at a time, and you would have to complete the game with all monsters to unlock Orga. Two six-digit cheats do all the work for you. Rev them in, then choose your monster.

CODE	EFFECT
856324	UNLOCK ALL MONSTERS EXCEPT ORGA
252412	UNLOCK ORGA

MODE CODES

When Godzilla debuted in the mid-'90s, many movies were shown in black and white or had vibrant, better-than-life colors. Two graphic modes, unlockable through codes, explore both of those color schemes.

CODE	EFFECT
661334	ACTIVATE TECHNICOLOR MODE
565793	ACTIVATE BLACK-AND-WHITE MODE



Technicolor Mode gives the game a little more "8-bit" style.

Check out Black-and-White Mode for some old-school flair.

CODES

POWER CHEATS

The codes that affect game play more than any others are the ones that give monsters more strength, health and energy. Some codes are player-specific. The codes that apply to Player Two also affect computer-controlled monsters.

CODE EFFECT

31892	PLAYER ONE BECOMES FOUR TIMES MORE POWERFUL
215440	PLAYER TWO BECOMES FOUR TIMES MORE POWERFUL
336926	HUMAN ARMIES DO FOUR TIMES THE DAMAGE
777251	ENERGY REGENERATES INSTANTLY FOR PLAYER ONE
429576	ENERGY REGENERATES INSTANTLY FOR PLAYER TWO
550867	ENERGY DOES NOT REGENERATE FOR PLAYER ONE
428771	HEALTH REGENERATES FOR ALL MONSTERS
649640	PLAYER ONE HAS INFINITE RAGE

CHARACTER-CHANGE CODES

You can make the monsters invisible or relatively small with a group of novelty codes. If you shrink your monster, it'll be as powerful as a large monster but a smaller target.

CODE EFFECT

316022	ALL MONSTERS BECOME INVISIBLE
452113	PLAYER TWO'S MONSTER BECOMES INVISIBLE
516675	PLAYER ONE'S MONSTER SHRINKS
571534	PLAYER TWO'S MONSTER SHRINKS

ENVIRONMENT CHANGES

Without the benefit of a special code, you can pick up and toss only very small buildings and rock formations by pressing the A and B Buttons simultaneously. After you enter the code, you'll be able to lift large objects, too. Another code makes objects impervious to attacks, but you can still pick them up and throw them.

CODE EFFECT

158281	MONSTERS CAN PICK UP ALL OBJECTS
712122	BUILDINGS AND OBJECTS ARE INDESTRUCTIBLE

GAME-ELEMENT CHANGES

You can give yourself more lives in the adventure, remove the bars and icons at the top of the screen or do away with power-ups by entering three different cheats.

CODE EFFECT

766610	GET 10 CHANCES TO CONTINUE IN THE ADVENTURE
943253	REMOVE INTERFACE ELEMENTS
775886	REMOVE POWER-UPS

MISCELLANEOUS CODES

Some codes defy categorization, but their descriptions speak for themselves.

CODE EFFECT

112963	ADD SMOG TO THE AREA'S PERIPHERY
129542	DISPLAY CREDITS

▼ INSTANT BONUSES

CODES

UNLOCK A BONANZA OF BONUS MATERIALS. SCORE BONUS DRASTICALLY INSTANTLY AND EARN MORE EXTRAS WITH FORCE-FRIENDLY CODES.

The latest Star Wars adventure from LucasArts includes loads of bonus materials. By entering any of several codes, you can unlock many of the bonus materials or earn other extras that are not part of the bonus materials. Select the Bonuses entry from the Options menu, then choose Codes and enter in any of the codes listed below. Correct code entry will trigger a sound effect and a confirmation message.

COMPLETE OBJECTIVES

Every mission has three bonus objectives. The more bonus objectives you complete, the more bonus materials you will unlock. The YUB YUB code gives you credit for completing all of Mission 1's objectives instantly. It is the only code to include a space between words.

CODE

EFFECT

YUB YUB	COMPLETE THE FIRST THREE BONUS OBJECTIVES
---------	---

UNLOCK MOVIES AND PHOTOS

After you complete all of the campaign missions in a location, you'll be treated to a cut scene that advances the story. You can replay the cut scenes that you've already viewed (along with trailers for two other LucasArts games) by selecting the Movies entry in the Bonuses list. The CINEMA code unlocks all of the scenes summarily. If you complete 40 bonus objectives, you'll unlock a concept-art sketchbook as part of the bonus materials. If you enter the SAYCHEESE code, the sketchbook will include two development team photos.

CODE

EFFECT

CINEMA	UNLOCK ALL CUT SCENES
SAYCHEESE	UNLOCK DEVELOPMENT TEAM PHOTOS

UNLOCK MULTIPLAYER FEATURES

Four of the game's 16 multiplayer scenarios are unlockable bonuses. One code unlocks all four scenarios at once. Another code makes the battle droid a playable character in the Geonosis Jedi Academy scenario.

CODE

EFFECT

FRAGHESTA	UNLOCK OUR BONUS MULTIPLAYER SCENARIOS
ROGERSBRIDGE	UNLOCK THE BATTLE DROID IN GEONOSIS



The Geonosis Academy scenario features characters on foot.



The unlockable battle droid attacks with a blaster.

▼ JUMP-START YOUR CAREER

CODES

EARN INSTANT CASH, MISSIONS AND TEAM TRYOUT INVITATIONS

Normally when you begin a career in 4x4 EVO 2, your options are limited and your funds are low. By entering three different codes on the Press Start title screen, you can begin a career with a good head start. After you enter a code, a tone will confirm correct entry.

INSTANT CASH

The standard starting bankroll for a career is \$100,000. By entering a code, you will be able to begin with \$434,505. Once you have qualified for one of the racing teams, you'll have enough money to buy one of the souped-up, team-specific vehicles.

CODE

EFFECT

Y, X, Z, Y, X, Z, X, Y, Z, X, Y	AMASS A BIG BANKROLL
---------------------------------	----------------------



Give yourself a cash infusion at the start, then go shopping. You'll be able to buy a vehicle that will give you an advantage over the competition.

TEAM QUALIFICATION

You'll need a good racing reputation before any of the racing teams will invite you to their qualifying events. If you enter the Auz Reputation code, all nine teams will be willing to give you a slot. Select Team from the Racing menu, then choose your team and begin qualification.

CODE

EFFECT

Y, X, Z, Y, X, Z, Y, X, Y, Z, X, Y	EARN AN AUS REPUTATION
------------------------------------	------------------------



Your good reputation will earn you an invite to any team qualifier. If you're in first place, you'll make the team.

MISSION STATEMENT

When you're not racing, you can take on a driving mission to advance your career. If you've entered the mission code, you'll have 30 missions to choose from at the start.

CODE

EFFECT

X, Y, Z, Y, X, Z, X, Y, Z, X, Y	UNLOCK ALL MISSIONS
---------------------------------	---------------------

▼ FENG SHUI FINESSE

MASTER THE ART OF FENG SHUI TO GIVE YOURSELF GOOD LUCK

Animal Crossing incorporates feng shui into home furnishings. Orange feng shui items belong near the north wall. Red items belong near the east wall. Green items should be close to the south wall, and yellow items fit nicely near the west wall. If you put the feng shui items in their proper places, you'll have better luck when you dig up money. Instead of finding only 1,000 Bells from places in the ground that radiate light, there is good chance that you will find 10,000 Bells. Orange, green, and yellow feng shui items also add to your item-collection luck. Animals will be more likely to sell you rare items. Some items intuitively fit into a color designation (the Green Bench, for example), but other items are not quite as easy to pin-point (the Orange Cone is a red feng shui item). Many items don't figure into the feng shui scheme at all, even though their designs incorporate feng shui colors. Special feng shui items contribute to your money- and item-collection luck no matter where they are in your house. The following tables show all feng shui item designations.



Several NES games are red feng shui items.



Many plants have green feng shui designations.



If you practice good feng shui, there's a strong chance that your money collection and item-collection luck will increase.

SPECIAL FENG SHUI ITEMS

- ANGLER TROPHY
- HINAWA MEDAL
- AUTUMN MEDAL
- BIG FESTIVE TREE
- BRAZIER
- FESTIVE TREE
- FISHING TROPHY
- G.1000
- HINAWA MEDAL
- HOUSE MODEL
- LORI TROPHY
- MANDARIN MODEL
- MAILBOX
- MARIO TROPHY
- PIGGY BANK
- POST MODEL
- SAMURAI SUIT
- SPRING MEDAL
- TANABATA PALM
- TISSUE
- TREASURE CHEST

SEND YOUR CLASSIFIED INFO TO
CLASSIFIED@NINTENDO.COM

ON MAIL TOP 100 NINTENDO POWER CLASSIFIED INFORMATION
P.O. BOX 17000, REDMOND, WA 98075-9723

TIPS

ORANGE FENG SHUI ITEMS (NORTH)

- CEMENT MIXER
- DETOUR SIGN
- FLAGMAN SIGN
- GENEBA
- JACK-O-LANTERN
- MAPLE BONSAI
- MEN AT WORK SIGN
- MERGE SIGN
- ORANGE DRUM
- ORANGE CHAIR
- RUBY ECONO-CHAIR
- SPOOKY BED
- SPOOKY BOOKCASE
- SPOOKY CHAIR
- SPOOKY CLOCK
- SPOOKY DRESSER
- SPOOKY LAMP
- SPOOKY SOFA
- SPOOKY TABLE
- SPOOKY VANITY
- SPOOKY WARDROBE
- WET ROADWAY SIGN

RED FENG SHUI ITEMS (EAST)

- BARBECUE
- BASEBALL
- BIRDCAGE
- BLUE DRESSER
- CABIN BED
- CABIN TABLE
- CLU CLU LAND O
- DETOUR ARROW
- DONKEY KONG
- DONKEY KONG 3
- DONKEY KONG JR.
- EXCERBIKE
- FIREPLACE
- GOLF
- GRAPPEFRUIT TABLE
- HAMSTER CAGE
- HAZ-MAT BARREL
- IRON FRAME
- JINGLE BED
- JINGLE CHAIR
- JINGLE CLOCK
- JINGLE DRESSER
- JINGLE LAMP
- JINGLE PIANO
- JINGLE SHELVES
- JINGLE SOFA
- JINGLE TABLE
- JINGLE WARDROBE
- LANTERN
- LAWNMOWER
- LOVELY DRESSER
- LOVED LAMP
- MINIATURE CAR
- NOISEMAKER
- ORANGE CONE
- PLUM BONSAI
- PUNCH OUT!
- RANCH BED
- RED ARMCHAIR
- RED BOMBOBOX
- RED CORNER
- RED SOFA
- DUANE BONSAI
- SOCCER
- STONE CONN
- TAILOR MODEL
- TRAFFIC CONE
- TRIPOLI MODEL R
- WARD'S WOODS
- WATERMELON CHAIR
- WATERMELON TABLE

GREEN FENG SHUI ITEMS (SOUTH)

- ALOE
- AZALEA BONSAI
- BIRD BATH
- BROMELIACEAE
- CACTUS
- CALAOMA
- CHALKBOARD
- COCONUT PALM
- CORN PLANT
- CRIB
- DEER SCARE
- DESERT CACTUS
- DK JR. MATH
- FIN PALM
- FROGGY CHAIR
- GRASS MODEL
- MAILBOX
- MARIO TROPHY
- PIGGY BANK
- POST MODEL
- SAMURAI SUIT
- SPRING MEDAL
- TANABATA PALM
- TISSUE
- TREASURE CHEST
- GREEN BENCH
- GREEN CHAIR
- GREEN COUNTER
- GREEN DESK
- GREEN DRESSER
- GREEN DRUM
- GREEN LAMP
- GREEN PANTRY
- GREEN TABLE
- GREEN WARDROBE
- HAWTHORN BONSAI
- HOLLY BONSAI
- JADE ECONO-CHAIR
- JASMINE BONSAI
- LADY PALM
- LIP PAD TABLE
- LIME CHAIR
- MARKET MODEL
- MUHOU BONSAI
- PACHIRIA
- PINE BONSAI
- PONDICOSSA BONSAI
- POTHOS
- RANCH ARMCHAIR
- RANCH COUCH
- ROUND CACTUS
- RUBBER TREE
- SLEEPING BAG
- SNAKE PLANT
- TALL CACTUS
- TRAIN SET
- TREE MODEL
- WEED MODEL
- WEEPING FIG

YELLOW FENG SHUI ITEMS (WEST)

- BALLOON FIGHT
- BLUE TABLE
- CLASSIC SOFA
- COSMOS MODEL Y.
- EXOTIC LAMP
- GOLD ECONO-CHAIR
- KAYAK
- LEMON TABLE
- MELON CHAIR
- PANSY MODEL Y.
- SPRINKLER
- STEAMROLLER
- SUNFLOWER
- TENNIS
- TENT MODEL
- TULIP MODEL Y

There goes the neighborhood, Spyro: Enter the Dragonfly. With all new breath weapons: fire, ice, electricity and bubbles, nobody needs to sleep a wracking lumb on that dragon.



Survive and thrive in James Bond 007: NightFire from EA Games. This month, Nintendo Power helps you win Gold Medal rankings.

007 nightfire



Supportive Themes
Violence

Bond with Your Nintendo GameCube

NightFire presents new dangers at every step, but Nintendo Power has strategies that keep you moving forward and help you win Gold Medals on the first eight stages. We also recommend difficulty levels that should help you rack up Gold Medal-winning scores. Once you've earned Gold, you can go for Platinum.

NOTE: The 007 icon appears in the corner of certain shots that show Bond Moves—cool moves that only Bond would think of. Track your score and don't exceed the target number of moves.

paris prelude

recommended difficulty: AGENT
gold-medal target: 200,000 pts.

Prevent a rogue factor from putting a damper on the New Year's celebrations in Paris.

Paris Prelude presents an easy opportunity to earn Gold, and along with the Gold Medal come some cool extras, shown below in the Medal Rewards section. Or you can skip ahead to The Exchange mission, where the game heats up.

1 Protect Dominique

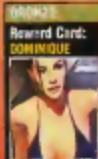


Your first shot is a Bond Move to take out two cars with one bullet. Aim at a tire on the lead car. Be patient, but don't wait too long or the opportunity may pass. At the construction site, shoot out the glowing block on the cable to stop Dominique's pursuers. After that, it's time to take the wheel.



When you're behind the wheel of the Aston Martin Vantage, you drive the car, not the road. Use the road and activate Q's gadgets with the B Button. Listen to the dialogue and keep your eyes on the road for clues. You can earn Bond Moves by making the car fly over Q's roadblocks. You can also land vehicles with the Q Wedge. Use the MPV device on the track to end the chase.

Medal Rewards



The steel-jeweled villain of the film *The Spy Who Loved Me*, Miseracordia is yours to see in multiplayer mode. If you're a Gold Medal in the first breakdown stage.

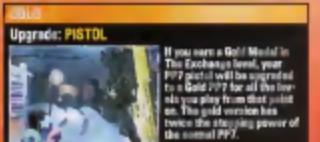


The vehicle missile system upgrade that you win with a Gold Medal allows you to shoot down enemies instead of them. Although you can flush off enemies more quickly, you also run out of ammo much faster. Be on the lookout for refills.

Medal Rewards



Dodge first appeared in the Bond movies as Austin Powers' henchman. When playing as Dodge in Nightfire's multiplayer games, you can use his hot as a weapon. Throw it, then pick it up so you can throw it again.



If you earn a Gold Medal in The Exchange level, your PP7 pistol will be upgraded to a Gold PP7 for all the levels you play from that point on. The gold version has twice the stopping power of the normal PP7.

the exchange

recommended difficulty: AGENT
gold-medal target: 200,000 pts.

Drop in on Captain Drake's reception and rendezvous with undercover agents.

1 Breach the Castle Walls



As the stage opens, quickly go down the stairs and sneak up on the guard outside to make him a survivor. Hit the guard with your foot to subdue him—and earn extra points! Then run back upstairs. Jump into the back of the truck and drive it into the castle wall until you reach the gate. When the truck moves through the gate, you'll earn a Bond Move for your extreme cleverness.

2 Find a Way into the Party



Fence guards to surrender at the loading dock and near the fountain. Make your move only when other guards aren't looking, and subdue the guards near the fountain. Open the safe near the fountain, open the safe near the breaker box and cut the power wire with the laser to earn a Bond Move. Once the head to the right to make two flights and a left to find the entrance. Shoot the guards as you go.



3 Rendezvous with Undercover Agents



Forget about ditching with the guests. Move quickly to the staircase and the balcony, where you can overhear Drake's speech. Remember the location of the library door in the hallway (I've had many After Drake's) will come, return to the library door. It will be guarded by two undercover agents: Dominique Farrel and Zoe Nightshade.

4 Spy on the Secret Meeting



You have to shoot your way through a poster of guards to reach Drake's meeting. Use the arch as part of cover when hitting the first mob. The next room has guards on a balcony and a staircase. The meeting room upstairs

5 Retrieve the Guidance Chip from the Safe Room



Once the meeting ends, jump out the window at the end of the balcony and slide down the cable to the roof tag to earn a Bond Move. Head down into the penthouse building, then head back to the main building. Shoot enemies along the way. Upstairs, use your laser to enter the safe room. Shoot the thief and turn the lights off at the safe. Grab the chip and the MPV.

6 Escape with Zoe in the Gondola



Return to the gondola building and toss a Stun Grenade down the stairs to stop the enemies. Before entering the penthouse to save Zoe, head down the stairs to rescue a survivor. Shoot the guards below as you don't deal with them first. Then head to the roof tag to earn a Bond Move. Turn the lights off at the safe room so you can use your guided missiles at the attack chopper. Then guide missiles into the chopper until blown up.



alpine escape

recommended difficulty: AGENT
gold-medal target: 450,000 pts.

Help your escape with Zed as an armed internobis.

1 Escape from Drake's Castle Compound



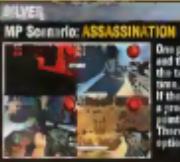
While strong in the garage, shoot the tank to open the compound and break through when enemies are nearby, then drive away with two Bond Moves. As you race down the road, shoot the tank near the tower for a third Bond Move.

2 Evade Drake's Pursuing Forces



As you approach the bridge, shoot out the cover to reveal a Bond Move. Continue shooting foes. When you reach the closed gate, blow it away with your missile launcher.

Medal Rewards



enemies vanquished

recommended difficulty: AGENT
gold-medal target: 450,000 pts.



Rush to avoid Q at the extraction point.

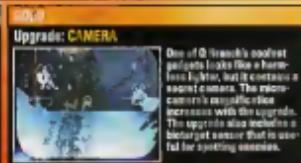
Drake's men and the local authorities are in hot pursuit of your Q-improved Vanquish. Blast the enemies with missiles, but don't harm the police. You have lots of opportunities to make Bond Moves and earn the Gold Medal.

1 Rendezvous with Q at the Extraction Point



When cops and goons are right behind you, hit the B button to engage your smoke screen and earn a Bond Move. Go straight through the town plaza and pop over the staircase for another Bond Move. Collect more enemies as you go.

Medal Rewards



double cross

recommended difficulty: AGENT
gold-medal target: 500,000 pts.

Rendezvous with Alexander Mayhew, a traitor to Drake's organization.

1 Escort Mayhew to the Bunker



Condone down the hallway and into a dining room and kitchen area to see what's cooking. As you move past the dining room, look to the left using your 3D Vision to see the guard and near the piano. You'll get a Bond Move for your quick thinking. Move forward and eliminate the remaining guards, then exit through the door closest to where the geisha was being held.

2 Retrieve Dragon Safe Contents



Enter the exact building and sneak up on the room, the dining room to make sure the guard is not there. Use the 3D Vision to see the guard and do the same thing to the guard in the bedroom. Look for an underwater entrance to a hut, where you can pick up a rifle with a telescopic sight. Another underwater entrance leads to the garden deck, where you can pick up a rifle. Pick up and blow away her captors to earn a second Bond Move.



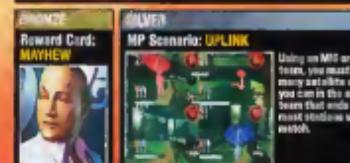
Another hostage needs help. Head to the secret passage. Throw out a smoke grenade, then finish the guards and hold up your telescopic sight on the shower outside. Run onto the open outside and shoot another hostage-taker through the skylight for a Bond Move. Go to the open window.

3 Destroy Mayhew's Computer



Run through the open window and drop a smoke grenade on the hapless enemies below. Jump down, point off of the window, and shoot them to the ground. One last explosive removes the black-clad enemies with a smoke grenade and cool combat moves. Strike while retreating from the ring. Aim for the head to end the threat as quickly as possible. Grab the arrow in the doorway for some extra options.

Medal Rewards



The upgrade you earn with the Gold Medal increases the covert sniper rifle's scope's magnification. It proves to be a tremendous help in the China Reactive level.



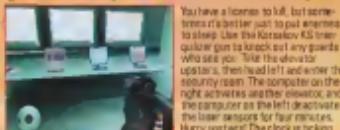
night shift

recommended difficulty: **DO AGENT**
gold-medal target: **100,000 JPN**

Covertly access Mayhew's headquarters and retrieve data from the company's computer system.

Stealth plays the biggest role when Bond must infiltrate the Japanese office tower where Phoenix Industries is based. Your best shot at earning Gold is to play on the co-Agent difficulty level to earn the triple-multiplier bonus.

① Get to the Lobby and Activate the Main Elevator System



You have 10 minutes to infiltrate the server room and put an upgrade to sleep. Use the Kestrel KS laser gun to knock out any guards who see you. Take the elevator upstairs, then head left and enter the security room. Use the computer on the right to access the main computer. The computer on the left deactivates the laser sensors for four minutes. Hurry upstairs. The clock is ticking.

② Install Q-Worm on Office Computer Systems



Once upstairs, go straight from the elevator. Take the first right and duck into door #305 when you see the security camera. Continue through offices 700 and 701, then 702, where you'll discover a computer in the server room. This is your objective by installing the Q-Worm program. Head out the way you came in, using the decryptor to open the door at the end of the hallway beyond the security camera. Look out for guard



③ Find the Security Center and Unlock the Exterior Door



In the stream, put the gun to bed and enter the security room on the right. That's your objective. Eat through the door and enter the stream to find the security center. Turn right to reach the security center, then use the decryptor to open it. Fulfill your mission objective by unlocking the exterior door from the computer terminal. Use the decryptor to activate another computer terminal and give yourself four more minutes. The door to the steward's is to the right.

④ Install the Q-Worm on Mayhew's Computer System



It's time for some fresh air. Head right and ride on top of the elevator to the highest floor. Enter the ventilation shaft, collect the ammu in the center entrance and look for an office with a locked door. Use your decryptor to gain entrance. Install the Q-Worm and stare the missile launcher.

⑤ Locate the Secure Terminal Room



Your next objective is to get in and out of the Secure Terminal Room. Use the decryptor to open the door. There's a keyhole on the door. Use the Q-Worm to open the door. Mayhew's key, so hit the A button at the door lock. Run to the center of the room for a Bond Movie. Walk to the left and right doors. Walk to the left and right doors. The door is straight ahead and to the right, but watch out for guards.

⑥ Acquire the Parachute and Jump off the Tower



One final test remains. You need to retrieve a parachute from a helicopter, then jump off the tower to escape. Armed guards will try to stop you. Immediately run to the rear rock wall, crouch behind it, and never leave for the laser sensor. Use the decryptor to open the door to the rear of the tower. Maintain your position and pick off the guards one by one. When the coast is clear, go to the remaining chopper, grab the parachute and jump to safety.

Medal Rewards

RIBBON

Reward Card:
KIKO



SILVER

MP Scenario: **TEAM KING OF THE HILL**



The object of the King of the Hill Scenario is to stay in a single location for as long as possible. With the Team upgrade, you score points for your team when you stay in the designated area.

BRONZE

Upgrade: **PISTOL**



Bond's favorite weapon gets a major upgrade—50 rounds of ammunition and a 10% Gold Medal upgrade. You'll get a laser sight. Your accuracy increases while reload times diminish.



chain reaction

recommended difficulty: **AGENT**
gold-medal target: **500,000 JPN**

Infiltrate a nuclear power plant in the process of being decommissioned by Phoenix Industries.

① Investigate Building ST-1



Your inspection of the nuclear facility begins on a rooftop. Shareholders and guards randomly patrol the outer buildings. Try to remove as many as you can pick them off with a single shot unless you're looking with binoculars. Use the laser sight with Bond's improved laser to earn a third Movie Medal. Stand near a corner without exposing yourself, take a snapshot of the jet pack set and then take the armor



This exit to warehouse ST-1 is on the ground floor. More shareholders can see you when you step outside. Stride in and out of cover, aiming and firing quickly. You can hit any part of the crane's armament. Shoot a Bond Movie now that you're by yourself. Use the grappling hook to climb the tower and use your jet pack as you scale before the bridge isaversable. From the upper level, you can jump down to another platform to get away.



② Advance through Warehouse TR-2



Access to building TR-2 is on higher level. Climb or grapple to the catwalk level and cross the bridge using your hand-to-hand technique. A warning committee armed with machine guns will be inside TR-2. Clean up the place before you move on to cross the lawn in the center of the building to reach the rear door. There's nothing that'll stop you from getting through the doors you destroyed with the laser.



The day starts heating up when you step outside again. Shareholders and guards are still patrolling the outer buildings. Try to remove as many as you can pick them off with a single shot unless you're looking with binoculars. Use the laser sight with Bond's improved laser to earn a third Movie Medal. Stand near a corner without exposing yourself, take a snapshot of the jet pack set and then take the armor



Jump to the top of the lorry and use your grapple to reach the top of the crane quickly. A new batch of sharpshooters will appear suddenly on ST-3's rooftop to the far end of the crane, then slide down the wire. Get behind the noisy confinement for cover, and use your burst to shoot the guards.

③ Investigate Building ST-3



When all is quiet, climb the crane's ladder, then raise the cabin to the second floor using the hand-to-hand technique. Use the crane's controls as it turns to lower it with the door to ST-3. Hop down, enter the building and collect the ammu in the lobby. Use the Bond Movie to clean up the room. As you move on, the shareholders make sure you that your telescopic sights to take down as many foes as you can.



④ Photograph the Laser Prototype

After clearing out as many of the guards as possible from the upper level, run to the right to near part of the warehouse. Use either one of the Laser Prototype cameras and jump up to the level above. As you move on, the shareholders make sure you that your telescopic sights to take down as many foes as you can.



Medal Rewards

RIBBON

Reward Card:
ROOK



SILVER

MP Skin: **WAI LIN**



Wai Lin, the final girl from *Reservoir Never Dies*, is going to take care of the shareholders. When you unlock the multiplayer skin, you can choose the martial arts move as your character.

BRONZE

Upgrade: **DART GUN**



If you win the Gold Medal, you'll earn the Kestrel KS transpolar gun upgrade. The upgrade allows you to move more darts, making it easier to get a better score in levels such as Night Shift.



phoenix fire

recommended difficulty: AGENT
gold-medal target: 500,000 pts.

Escape Kara's trap and get out of the skyscraper alive.

① Gain Access to the Lower Office Floor



Look in the tower, you'll begin by shooting two guards outside the elevator, but don't hit the office worker. Return to the elevator, jump up the open side to the ledge, and grapple to the top of the tower. Open the glass and go through the shaft to the lower office floor. Use Bond Moves and pick up missile launcher. Get armor from the conference room and the staircase passage from Myrrh's office. Expect a fight.



The tower is crawling with Grau's men. You'll come under attack even as you enter the keycode for the stairwell. Once you reach the stairs, you'll really feel the heat. Use the railing for cover as you attack the enemies below. Toss down your own explosive device to blow up the Grau's men. Watch out for Grau's men above on cables. Watch for them and take them out quickly. When you reach the end, pick up the armor and armor. You can't afford to take much damage.



The Grau's men showers you best! By staying outside with several L and M-16 machine guns, they'll try to stop you. Use the wall to your advantage for defeating the powerful Phoenix Rayn machine guns. When you're done along the way, run through the open areas to the expand part of the office. It should all look familiar from your experience in the Night Shift level.

Medal Rewards

BRONZE

Reward Card:
ALURA



SILVER

MP Scenario: DEMOLITION



GOLD

Upgrade: PISTOL



When you earn the Silver Medal on the Phoenix Fire level, you win the Demolition accessory. Blow up targets in a tower until multiple are out. One team protects a target while the other team attempts to destroy it.

More firepower for your Gold PPT—in fact, twice the stopping power of the upgraded gun—is in your Gold Medal prize. The PPT becomes four times as powerful as the original weapon.

NIGHTFIRE BURNS HOT

Still ahead are levels under water, on a tropical island and in outer space. With your upgrades, you should be able to complete the remaining missions and earn even more Gold Medals and multiplayer extras.

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January



Abominable Snowmen Give Cold Shoulder

Ever since winter blanketed our chatty towns, some crabby snowmen have been spotted on the landscape. "I bumped into one with a gigantic noggin," said Family from Flipville, "and his head was filled with all sorts of crabby blather!" Indeed, reports have come in from all over about badly made snowmen having unpleasant things to say. "I'm pretty friendly to newcomers," said Bungle from Titatown, "but I met a man-eating snowman who was so frosty that I got totally hot under the collar!"



Watch out! Mischievous snowmen just aren't the generous types we like around those parts.

Blown out of Proportion, Say Many

Hermie from Snowtown is among those who've broken the ice with the visitors. He said, "Roll the top and bottom snowballs around until they're huge. But make darn sure that the top one is half the size of the bottom before you roll it onto the base!"



Hermie got the snowman fringe for his troupe!

Well-Wishers Expected for New Year

With 161 days of cool-stuff collecting ahead in 2003, locals will be lining up at the Wishing Well on New Year's Day, hoping to get that lucky edge that will land them rarer things—like the NES Punch-Out! game, perhaps? Beat the crowds and head to the well early. You'll meet Torrione there, and he's always in a groovy mood on January 1st. If you need a double dose of fortune, try your luck with Katrina, who will be setting up a table nearby. Katrina's "sunshine lottery" is always a big hit with the karma crowd, so start your year off on the right foot and join in the festivities.



Long lines, sure—but who's going to pass up a chance at good fortune?



TOM NOOK'S MONTHLY RAFFLE: JANUARY



Tom Nook's Special Delivery



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Let us know what you think of it!

Latest Fashions Spread Like Wildfire; Catchphrases Catch on Quickly

You've noticed all of the new people who have pounced on the four houses near the main station. Have you noticed that they all have amazing style? The designs that they create—absolutely infectious! Their catchphrases—completely catchy! Hardly a day goes by that some animal isn't dragging home the latest fashions and adopting the trendiest phrases. And when animals move out of town, they take their new style with them, spreading it throughout the world. There's no stopping wild imagination!



Design-minded people may find that their fashions have circulated around town—and beyond!



Phrase carriers might hear their cool words repeat ad lib—lingo lingo that they just can't stop!

[animal-crossing.com](http://www.animal-crossing.com)

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THE DREAMWAVE OF THE NINTENDO GAMECUBE

THE NEW MP COMIC WAS CREATED BY DARK HORSE COMICS AND DREAMWAVE. WE GRABBED THE PRESIDENT OF DREAMWAVE FOR A QUICK CHAT.



Dreamwave is a comic book company that started publishing in early 2002. It gained instant recognition and critical acclaim for its *Transformers* series—which became the best-selling North American comic series in its first month of publication. *Transformers* continued to claim the number one spot for over six months, finally slipping in October of 2002—an impressive run for a startup comic company. Most of the Dreamwave staff members are self-proclaimed video game fanatics, and the opportunity to work with *Nintendo Power* and the *Metroid* series was greeted with great cheer around the office. Since they started working on the *Metroid Prime* comic, many Dreamwave employees have taken to wearing *Super Mario Bros.* shirts. They've even busted out the *Nintendo 64* and *Super NES* so they could play the old-school classics. Pat Lee is the president of Dreamwave Productions, and a busy, busy man—but we managed to ask him a couple of questions about his projects.

NINTENDO POWER > What makes the *Metroid Prime* comic book different from other comics? (Other than being included in NP, of course!)

PAT LEE > Dreamwave takes a slightly different approach than a standard comic book company. We try to make all of our books feel like movies or video games. Also we strive to write stories that advance the plot without taking any of the enjoyment out of the video game experience. Basically, we try to give readers something that they can't get anywhere else.

NINTENDO POWER > Why did Dreamwave choose to work on the *Metroid Prime* comic book?

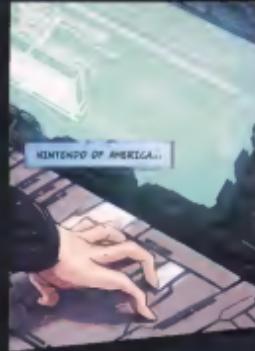
PAT LEE > Being in my mid-20s, I have very fond memories of certain video game titles—and *Metroid* is at the top of the list. *Metroid* is not just a video game; it's a true icon. Even though it has passed through many different incarnations, it always stays true to the original concept.

NINTENDO POWER > Have you played *Metroid Prime* yet? If so, what did you think?

PAT LEE > The game is awesome! After a while, I had to have my brother hide it, or else I wouldn't be able to get any work done. Once I started playing, I just couldn't stop. And while I have to get my comic books out on a monthly basis, I keep trying to get my week done faster so I have more time to play.

NINTENDO POWER > Thank you very much!

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EXCLUSIVE



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Rebel hero Kyle Katarn is back in action as a retired Jedi on a dangerous mission in the new GCN version of the popular PC adventure.

STAR WARS® JEDI KNIGHT® II: JEDI OUTCAST™



DUSTING OFF HIS LIGHTSABER

The Jedi Knight series has received numerous awards for its PC offerings, so it's no surprise that LucasArts, along with developers Raven Software and Vicarious Visions, decided to port the most recent title to the Nintendo GameCube. Using the highly acclaimed Quake III engine, Jedi Outcast delivers an impressive combination of first- and third-person combat, along with the typical Star Wars firefights.

TWO JEDI ARE BETTER THAN ONE

Jedi Outcast is packed with multiplayer options. Grab a group of Jedi wannabes and select your competition style. You can go everyone-for-himself in Free for All or split into teams for Capture the Flag. If you prefer head-to-head combat, choose Dual Mode or play Jedi Master, in which players share one lightsaber.



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TEEN
T
Violence

CHAOS IN KEJIM

Rebel rogues Kyle Katarn and Jan Oru have been sent to investigate the planet Kejim, home of an old Imperial outpost. Kyle has been a retired Jedi for eight years and is hoping for an easy mission. But unusual communications from the planet hint at trouble. Our handy maps and step-by-step guide will help you lead Kyle through the first few levels.



LEVEL OUTPOST

1 Valuable Tools



Throughout the game, you'll need to uncover secret areas that are packed with hidden items. The first secret area is to the left of the starting point. Enter the storage shed through the unlocked door and use the crates to reach the top shelf. Collect the barnacle canister and battery packs.



2 The Battle Begins
Exit the shed and watch for two stormtroopers marching to your left. Take down the enemies and move forward, collecting the rifle and firing on the unsuspecting Imperial guard. Be sure to finish off the guard, or he will shoot Jan and end your mission. Forge ahead into the trooper mob



3 Big Guns

As you journey back down to Jan, watch for troopers around every corner. Check all rooms for ammo and other supplies. Once you return to the main level, mount the turret gun and swivel it until you're facing the door. Keep blasting until the door explodes open



4 Charge 'er On
After clearing the area of stormtroopers, round the corner and step to recharge your shield at the shield power converter. Stand over the converter and hold the B Button until your shield level reaches 100. Cautiously through the door and dispose of the guard. Grab his supply key and jump on the lift.



5 Observation Deck
Take the second elevator to the observation deck and approach the control panels. Flip the switch to supply power to the large guns across from the door that Jan is guarding. Blast the observation deck's windows and take out as many enemies as you can from above.

MAP KEY

Use this key to track down essential items on each level. Keep in mind that many of the doors throughout the game are locked and you must open them by flipping a switch or uncovering a key.

- Mountable gun rocks hold enemies and weapons.
- Bell switchable bars items when you activate them.
- Armed power converters replenish your weapon supply.
- Reactor controls restore some of your health.
- Multiple black blocks indicate a staircase.
- A single blue line indicates a doorway.
- A single red line connects items.

⑤ Large Blast

Ride the elevator down and enter the first door on your right. Clear the guards and blast the case that covers the floor grating. Head down the opened shaft and flip the right-hand switch. To blast the energy reservoir, throw a grenade then duck into the left-hand room and proceed.



⑥ Flippin' Switches

You are above the control room. Blast the grates and take the key from the guard. Flip the four switches so Jan can enter. Head left, pass through a door, then go right and through another door. Take a left into a trooper-filled room. Grab the goggles on the cruse and ride the elevator down.



⑦ Turrets Above

Crouch through the opening, shoot the guard and flip the switches. Look for the first code marked blue. Climb the stairs and go left until you reach the walkway. Pass through the door under the green Imperial sign. Watch for guns overhead—they are deadly! Blast them or run past.



⑧ Calling Jan

Locate the blue computers and call Jan for assistance. Jan will run into trouble, forcing you to return to the control room and escort her back. Go through the door she unlocks and obtain the code from the display panel. Return to the walkway and head through the opening under the red sign.



⑨ Two Switches

Once again, ride past the overhead gun. Take the stairs to the left and ride the lift, which will place you above the walkways. Flip both switches in the room and be prepared to fight another trooper swarm. Drop a thermal detonator or shoot them from above. Grab the key and head back down.



⑩ Run, Kyle, Run!

At the bottom of the lift, walk across the room and through the door. Proceed down the corridor, watching for troopers around every corner. Move quickly through the red-tinted tunnel to reach the other side before the walkway collapses. Jan will check your status after the blast.



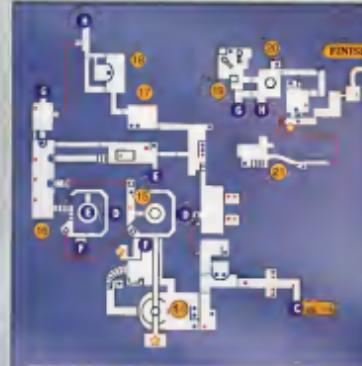
⑪ Probe Droids

Inside the next room are three Imperial probe droids, known for being tenacious hunters and searchers. Each will require several shots before it will explode. Destroy the droids and ride the lift; they were guarding behind the window to get on top of the second tunnel and run away.



⑫ Data Input

Snipe the troopers in the observation room from above, then drop down and round the corner to collect the final code. Return to the computers and manipulate the three small screens until the display on the large monitor matches the codes. Flip the switches to activate the codes.



⑬ Cold Blast

Fight your way down the corridor, remembering to flip all switches along the way. Smash the windows and drop into the cold chamber. Head through the ground-level door and disable the freezing units. Return to the chamber and climb onto the arm. Find the secret area in the upper level.



⑭ Electricity

Follow the walkway until you're standing above a large, electrified-water pool. Blast through the windows and ignite the container, frying the panels and extending a walkway. Follow the path into the room, flip the first switch and drop into a room that overlooks a storage area.



⑮ Storage Bin

The control panel will raise a platform and give you access to hidden items. Venture down to the storage room and gather the goodies. Proceed through the door on the other side of the room and prepare for a trooper heade. Use a detonator to wipe out several enemies at once.



⑯ Shield Generator

Once you get past the interrogating droids, unlock the next door and enter the observation room. Flip the switch on your right once and the switch on your left three times to turn off the force field and access the shield generator. Continue through the next door, guns blazing.



⑰ Heavy Fire

Enter the room with the turrets and clear it by shooting the two turrets while hiding behind the crates. If the turrets shoot the crates enough times, the crates will explode. Sometimes they reveal helpful items. Blow up the small crate that blocks the vent above the boxes.

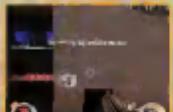
⑱ Another Wave

Once you've cleared the room, move forward and flip the switch to open the next passageway. A fresh stormtrooper wave will be waiting for you. Stand on your ground behind the crate and lob detonators at the turrets. Shoot any guards that round the corner.



⑲ Get Low

You'll need to use the laser machine to get through the locked door. Rotate the machine so that it can slice an opening into the next area. Activate the machine, but be prepared to crouch around the perimeter of the room. After you're out the door, the machine will self-destruct.



⑳ Mighty Mouse

A dangerous substance is being pumped into the room ahead. Dash in and grab the key off the guard, then hurry back out. Place the key in the nearby computer panel to activate the tiny, remote-controlled droid. Lead the mouse into the next room to shut down the dangerous pumps. Exit the level.

THE ARTUS MINE

After securing the Kejits outpost, Kyle and Jan travel through a meteor shower and land on Artus, where suspicious activity has been detected in a mining area. Jan leaves Kyle and circles overhead to scope out the zone. Kyle must infiltrate the mine and cripple the Imperial operation. The level presents new challenges, including steep cliffs and pokey underground craters.

④ Baby Steps

Travel down the long canyon until you reach a valley that is surrounded by a sludge-filled moat. The green slime is extremely viscous. Slowly walk along the left canyon wall under the spotlights, and don't get caught in the lights. Enter the room and deactivate the lights and the turrets above.



② Bowcaster

Explore the area, being careful not to let one of the spotlights catch you. Round the narrow cliff to the valley's right to recover a Wookiee bowcaster and a shield booster. Tiptoe across the ledge, or you'll fall into the moat and have to restart the mission.

⑤ Get Down

In the next corridor, you'll need to do more of the same—shoot down troopers and recover keys from Imperial guards. Take the next elevator down, but keep an eye out for a secret area halfway down the hall. The entrance is low to the ground, so you must crouch to get inside.



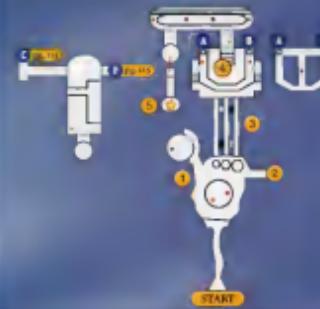
③ Breakaway Pipes

Make your way onto the first set of pipes. Before climbing onto any pipes, stand next to them to see if they are stable and non-explosive. The breakaway pipes are marked in black on the map. Be very careful not to fall.



④ Dogfight

Instead of trying to outwane all the troopers in the room, race back to the walkway above the canyon and watch the enemies stumble across the mindless path and into the valley. Return to the room and eliminate the Imperial guard, steal his key and unlock the next door.



⑥ Enemy Fire

Shoot the troopers from above, then head down to take on the rest. The storage area is loaded with bad guys, and a large gang of opponents will appear before you can access the elevator. Use a well-placed detonate to wipe out the ridiculous number of enemies.

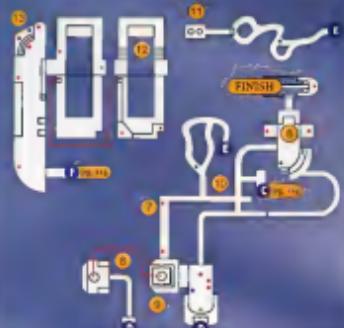


⑦ Dark Mines

Ride the elevator up and turn left into the dark mining caverns. Flip on your goggles and explore the dingy area. Swing right and move into the next room. Eliminate the troopers and the Imperial guard, take the security key and find the doors that lead back to the canyon.

⑧ Lights Out

Stand between the two posts and jump onto the protruding pipe below. Move forward until you fall onto a small ledge. When the pipe retracts, crawl through the tiny opening to reach the smelting machine. Blast the power boxes along the walls and shoot the smelting machine until it explodes.



⑨ Up and Away

Hitch a ride on the lift, which will take you to the room above. Climb onto one of the large barrels to make a clear jump onto the moving platform. Remain on the platform until you reach a small, dark corridor lined with green crystals. Jump off the platform and continue forward.



⑩ Creepy Crawly

With goggles on, trek through the cave, watching for critters scampering across the ground. The creatures move too fast to shoot with the rifle, so equip your stun baton and fry them before they turn you into dinner. Move bravely through the area so you don't run out of berries.

⑪ Sneak Attack

Continue forward until you reach an area packed with mining equipment. Flip the switch to activate the machinery, and keep an eye out for stormtroopers in the half-light below. Equip the Wookiee bowcaster and use its powerful beams to wipe out the unsuspecting troopers from above.



⑫ Free Ride

Drop onto another moving platform and head for the ground floor. Watch for more troopers. Take the first door into the next room. You'll see a lava-pouring contraption, which you can jump aboard to reach the upper platform. Enter the room and fight off the troopers.



⑬ Power Outage

Disable the main power source by messing with the control panel. Head through the far door, into the storage area. Ride the elevator to a familiar corridor. This time, take a right and look out for turret guns. Activate the mine car and ride into the next level.



THE ARTUS FACILITY

It appears there's more trouble in Artus than originally suspected. Prisoners are being held throughout the facility, so Kyle must journey through the dangerous detention center to free the captives. Once the base commander releases the prisoners and the commander receives his punishment, Kyle will have to fight his way to the top of the facility to meet with Jan.



① Run in Circles

The first order of business is to climb the metal rungs and press the panel to unlock the door below. Return to the ground floor and shoot the troopers in the next room.

Unlock another door via a control panel and advance up the cylindrical staircase, bursting enemies along the way.

② Gain Access

Watch for mobile turret guns at the top of the staircase. Take the next set of stairs to the facility's control room. Flip a few switches to unlock the doors leading into the penthouse and activate the large fan in the air shaft. Head back down the stairs and through the door.



③ Hang Time

Enter the hangar and chat with the prisoner. He will instruct you to capture the base commander and unlock the hangar's blast doors. Proceed into the hangar and take down the stormtroopers from a safe distance. Don't get too close, or the troopers will start shooting at the prisoners.

RELEARN THE FORCE

Kyle's quest will take him to familiar locations, such as the Jedi Academy and Cloud City. He'll meet up with Luke Skywalker, track down Rebel gangsters and search for Lando Calrissian's ship. The game will become more complex, equipping you with Jedi abilities and offering third-person game play. Check out nintendopower.com for help conquering the next levels.



④ Wind Tunnel

Reach the upper platform, head across the walkway and shoot open the grating jump inside and float down the shaft, but be sure to land on the grating so the fan doesn't harm you. Speed through the dark area—don't stop to mess with the critters. Proceed into the next hallway.



⑤ March to Freedom

You will face two doors. The left one leads to the base commander. Claim him as your hostage and march him up the stairs, keeping him safe from the critters. He'll turn on you after freeing the prisoners, so take him down along with the troopers. Then crawl out of the facility.



Learn The Rules Of The Road

Lesson 1: There Are No Rules



Every smash and bash is full of eye-popping detail and color with a mix of 2D and 3D graphics.



Realistic racing experience with car-handling on various surfaces such as tarmac, ice and snow.



Win prizes and money so you can progress to the next level for more firepower.

Now On Sale
From Jaleco
Entertainment



Trade stolen goods and battle angry pirates



Get Jazzy up with all new weapons and tactics.



The crazy 3D puzzle game with wild music and wacky bubbles.

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Pokécenter



BRIGHT START FOR RUBY & SAPPHIRE!

The superfans were out in droves for the Japanese launch of *Pokémon Ruby* and *Pokémon Sapphire*, and it's no doubt a sign of how massive the phenomenon will be in North America!



The wait was long—and the lines were longer. The two *Pokémon* titles for Game Boy Advance finally hit store shelves in Japan on November 23, 2002, and demand was at an all-time *Pokémon*-era high, with countless copies of *Pokémon Ruby* and *Pokémon Sapphire* selling over the launch weekend. *Pokémon* superfans have known all along that *Pokémon* would be even bigger and better on the GBA, and the *Pokémon* mania in Japan hints that the games will be huge on North American shores, too. North American fans need to wait only a little longer before they can play the new *Pokémon* adventures. Curious about what's in store? Starting this month, we're revealing a flood of game details!

CAN'T WAIT UNTIL MARCH 17?

Now that we've played the game, we can't wait until you join us in the world of *Pokémon Ruby* and *Pokémon Sapphire*. Until then, we'll have lots of insider info about the games for you!

The North American versions are still under development, but we can show you lots of groundbreaking details using the Japanese games. Now that we've got *Pokémon Ruby* and *Pokémon Sapphire* in our hands here at Nintendo Power, all we want to do is explore the new *Pokémon* macrocosm. In both games, you'll begin by moving to a part of the *Pokémon* globe that's very distant from Kanto and Johto. You can play as a boy or a girl—and both characters have an adventurous new look in line with the new game style. After you select your first *Pokémon*—Torchic, Mudkip or Treecko—you're free to explore the deep new *Pokémon* story line, which is nearly the same in *Pokémon Ruby* and *Sapphire*.



A DISTANT LAND, A WHOLE NEW LOOK!

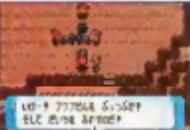
THE VILLAINOUS DIFFERENCE—TEAM MAGMA AND TEAM AQUA



Team Magma is the mysterious group that stands behind the strange deeds in *Pokémon Ruby*—and only you can counter its intentions!



In *Pokémon Sapphire*, Team Aqua is the power behind the mysterious wave that's spreading across the land.



Whether you're playing *Pokémon Ruby* or *Sapphire*, you'll follow the same story. But which game you play determines which team shows up for business!



UN-FRIENDLY FOLKS
COME AND GET IT!

AWESOME NEW GEAR



In *Pokémon Ruby* and *Sapphire*, a new piece of gear will help you evaluate all of the new *Pokémon* statistics.



Somewhere the professor lost a set of keys that contained several *Pokémon*—and you happen across it just in time to rescue him!



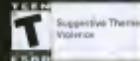
NEXT ISSUE—THE STORY BEGINS!

In our February issue, we'll have eight pages of preview coverage that delve much deeper into *Pokémon Ruby* and *Sapphire*. But we can't resist spilling a few more details about how the adventure begins. You'll help out a professor who was carrying three *Pokémon*—and you'll need to select one of them to save him from sudden trouble. Join us next month for a look at more of the new story, game play systems and, of course, the new *Pokémon*!



EA'S STUNNING WAR GAME MAKES HISTORY
WITH SERIOUSLY FUN COMBAT THAT RUM-
BLES YOUR CONTROLLER LIKE NEVER BEFORE.
TURN THE TIDE OF WAR WITH OUR TIPS.

Electronic Arts' *Medal of Honor* series establishes a beachhead on the Nintendo GameCube with *Frontline*, which we hope is the first of many campaigns. The thrilling World War II title sends you into service during the last year of the war against Germany. You'll survive the first three missions with our strategies—and maybe even earn medals, which are awarded to those who go above and beyond the call of duty in each sub-mission!



©2002 Electronic Arts Inc.

D-DAY YOUR FINEST HOUR

Normandy, France
6 June 1944 - 0630 Hours

On this decisive day in June, Allied troops establish a toehold on Europe—and that's exactly where *Medal of Honor: Frontline* sends you into battle. You arrive on the Normandy beach in a Higgins boat—you're packed like a sardine with your fellow soldiers. You'll face gunfire from two massive German gun decks that are trying to end the beach of Allied invaders. Ultimately, the D-Day mission demands that you destroy the decks. But in the first sub-mission, you merely scramble for survival.



Surge Past the Shingle Embankment

You're a lone gun for much of the game, but you'll need to work as a team as the squad spills onto the Normandy beach. Check in with the captain to receive your next order after you complete tasks. If all goes well, you and the squad will reach the distant barbed-wire embankment—and then blast through it.



In the first earth-shattering minutes, you'll need to provide cover for four soldiers—one at a time—as they run across the beach to the embankment. If a soldier is hit by the mid-level machine gun, return his position. Run to his spot, then heat at the nearest source of gunfire—it comes from one of the German gun decks. You'll get a message when you've saved the soldier.



After saving four soldiers, meet the team at the embankment. Soak in the captain to receive your next task, which is to rescue the explosive weapon from the German gun deck. Head to the end of the embankment, then provide cover for the engineer as you make tracks back to the captain's position. When you reach the captain, the engineer will blast open a breach in the embankment.

Assume Control of the Mounted Machine Gun

After the team surges to the base of the left gun deck, your captain will tell you to take control of the mounted gun below the right gun deck. Grab the nearby power-ups before you head out.



The path between decks is filled with mines. Run through the center—the path is mine-free. After you seize the mounted gun, blast the enemy soldiers that flood toward you, then destroy the two machine gun nests on the ridge.

INTO THE BREACH

You'll help secure success at Normandy if you can shut down the right-hand gun deck. Blast into its base then surge upward until you reach the top—then clear the house.

Battle into the Radio Room



Blast the barrel that's made the deck entrance to eliminate the Nazi soldier inside—he won't stop with the stationary machine gun. Then run through the first floor and seize control of the gun bay to wipe out incoming Nazis.



As you wind through the first and second floors, fire on the rails to release your friend from his fate. Don't run too quickly into caves, since concealed soldiers wait for intruders to stumble in. When you find the radio room, clear it of Nazis and destroy another unaware. When you've removed him from his post, shoot the radio.

Shut Down the Gun Deck



On the fourth level, you'll find two doors. One won't open—yet. Soap yourself with sand to go over and out through the other door, then clear the deck of all soldiers. Wait for the captain's signal on the other deck, then plant a smoke-signal grenade. Run out the other door before the bombers arrive.



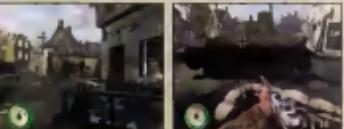
A STORM IN THE PORT SEASIDE STOWAWAY

St. Mathieu, France
17 August 1944 - 0900 Hours

In *Frontline*'s second major mission, you must destroy the Nazi U-boat-production facility in Lorient, France. To get there, you must first infiltrate a U-boat leaving dock in St. Mathieu in the first sub-mission.

Assist the Invading Troops

Nab the package from the French resistance behind the crates at your starting point, then run into the town and assist the Allied troops that are trying to seize the town.

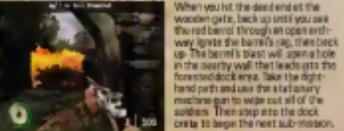


In the front town square, jump into the wrecked vehicle and use the stationary machine gun to wipe out enemy soldiers. Then, on the other side of the bridge, use the stationary machine gun to blast the tanks into oblivion.



Inside the ruined house, a soldier's order is to wipe out that soldier nearby. Use the barrel to blast out their attackers with the tower's machine gun. Return to ground level and use surprise attacks against Nazis in the streets.

Push through to the U-boat Dock



When you hit the dead end at the wooden gate, back up until you see the red barrel through an open earthway. Ignite the barrel's cap, then back up. The barrel's blast will open a hole in the nearby wall that leads into the tower. Use the tower's machine gun to blast out the Nazi soldiers. Then soap into the dock cranes to begin the next sub-mission.

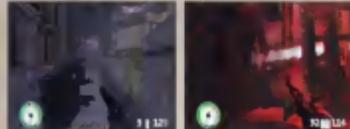


SPECIAL CARGO

Aboard U-4902 near Lorient, France
18 August 1944—0400 Hours

After you've stowed away inside the U-boat, you must break free from the crew and place explosives throughout the sub before it arrives at the Lorient dock.

Sabotage the U-boat Engines



After breaking out of the crate and shooting the guards, grab the MP40 and 9mm rounds. When you're ready, climb onto the engine room and onto a nearby wheel—you'll need to crash a few one-star spray to reach one of the wheels. In the engine room, place explosives on the big metal chamber to destroy the enginedial braw open a passage onward.

Set Explosives in the Fore and Aft Torpedo Rooms



After setting timed explosives in the first torpedo room, move ahead through the sub and destroy the radio communications room. You don't want any U-boats heading to radio heavy Lorient and warn them that you're coming.



Place the second batch of timed explosives in the second torpedo room. As you head back to the escape hatch, a soldier will leap out of a hidden door in the other's room. Blast him, then grab the Engine Code Book from his room.

EYE OF THE STORM Shipyards of Lorient, France 18 August 1944—0500 Hours

You've infiltrated the shipyard, but you must still reach the distant wet dock. This sub-mission takes you through the guarded warehouse area where you must wreak havoc along the way.



Broaden Your Influence with the Springfield



Climb onto the warehouse roof via the ladder, then cross to the second roof. Open the hatch to find a Nazi soldier. Return to the ladder—you'll see the U-boat engine alarm. Alarmed Nazis will storm the shipyard. Eliminate them with the Springfield from the roof, then climb down and back down the ladder to continue your mission.



As you move alongside the docked battleship, soldiers will attempt to run its stationary machine gun. Shoot them before they reach it. Then proceed along the ship and the inner walls, hurling grenades at clusters of soldiers.

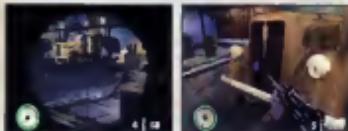
Break into the Warehouse in the Second Shipyard



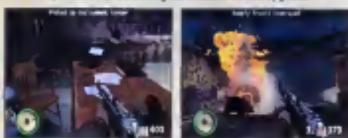
The second shipyard crew is with soldiers. Gain control of the stationary gun. Then sneak behind the bocas to find a ladder that allows access to the roof. Climb up the ladder and move along the roof—and avoid fire from the roof and the yard. Race down toward the rear of the huts to descend gradually into the warehouse while springing at the soldiers and the alarm bell.

Destroy the Supply Trucks and Find Dock Gates

After leaving the warehouse, you'll need to skirmish with more soldiers in the alleyway as you head toward the truck lot. Once you destroy the trucks, you'll discover the way to the docks.



In the supply-truck lot, snipe the soldiers who patrol the area. After you place explosives on three of the four trucks and destroy them, the garage door will open. Head into the building and eliminate the Nazi guards.

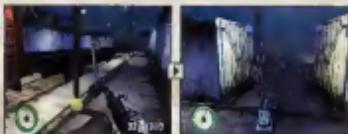


At the end of the building's hallway, you'll find the deployment roster in an office room. Grab the roster, then head back to the lot. After eliminating any new Nazis that pop up, blow up the fourth truck to reveal a passage onward.

A CHANCE MEETING Shipyards of Lorient, France 18 August 1944—0600 Hours

After you sneak into the U-boat production facilities, you must shut down the whole place—blowing up all beams and means of production as you creep through the shipyards.

Get the Train in Gear and Use Its Mounted Gun



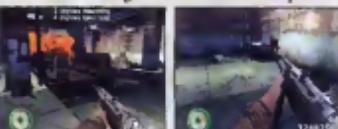
Walk around the boxcars and the tracks on the rail tracks. To find a lever, pull one far back. Disconnect from the car and roll in front of the open gate. Gashlyk on top and use the stationary machine gun to eliminate soldiers.

Send in a Special Delivery



In the open dock area, equip the Springfield .30 rifle and shoot the cable that holds a hanging crane. Then use the crane to lift its hook onto the antenna to break it. Clear out any stragglers who patrol the area, then proceed around the back side of the warehouses, where you'll find the entrance to the production facility.

Shut Down the Engines and Grab the Blueprints



Get up to each of three engine parts and place explosives on them—they blow up quickly, so maintain a safe distance. Continue through the halls and eliminate the scientists standing at a table; they collect their blueprints.

Obliterate the First U-boat



Access the production bays by blowing open the floor vent. After you crawl through the ducts, snipe soldiers in the next room from the hallway then proceed to the midship dock maintenance room. Pull the switch to bomb the U-boat.

Destroy the Second U-boat and the Fuel Depot



In the last production bay, snipe the soldiers guarding the second U-boat. When the way is clear, climb to the floor then walk onto the accessible side of the U-boat. Activate the gear to open the doors and blast the outside fuel depot.



After you destroy the depot and eliminate the last soldier, walk across to the other end of the U-boat. Place explosives on the boat, then run outside before the boat blows apart. Proceed to the outer gates to complete the entire mission and escape from the facility.



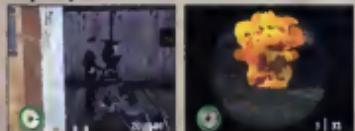


NEEDLE IN A HAYSTACK ROUGH LANDING

Dutch countryside
16 September 1944 - 1830 Hours

In the third mission, you'll paratroop into Dutch territory to discover the location of an informant named Gerrit. Your first sub-mission will require you to cross fields with Corporal Barnes, who will plant explosives on each tank that he reaches safely.

Help Corporal Barnes Get to the First Tank



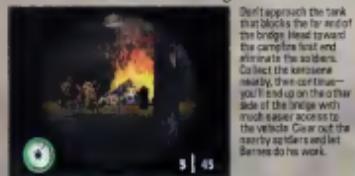
As you head into the first clearing, save the woman in the house from the Nazi who's harassing her. You'll then need to get Barnes to the first tank. Shoot the gas tank beside it to clear the enemies out of Barnes's way.

Locate the Private and Approach the Second Tank



A second soldier will join you at the bridge. You'll need to eliminate 95% of all foes to score a good medal—start to learn to do all of the work. As the two of you move west, clear a safe path to the tank for Barnes.

Roundabout Method to Blasting the Third Tank

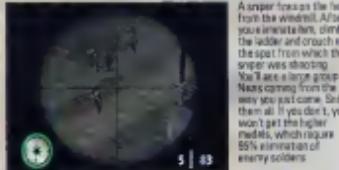


Don't approach the tank that blocks the far end of the bridge. Head toward the campsite first and eliminate the Nazi there. Go toward the kitchen nearby, then continue—you'll end up on the far side of the bridge with much easier access to the vehicle. Clear out the nearby soldiers and let Barnes do his work.

Destroy the Fourth Tank and Climb the Windmill

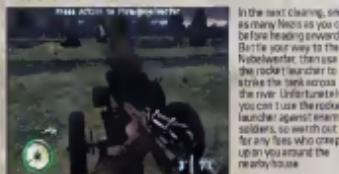


The fourth tank is positioned inside a small structure. Shoot the gas tank beside it to clear the space of nearby soldiers. Cover Barnes as he runs to the tank, firing on any Nazis who creep out of hiding.



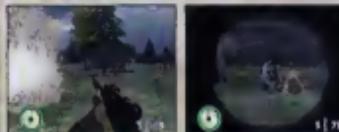
A sniper is positioned inside the windmill. After you've eliminated him, climb the tower and get to the spot from which the sniper was shooting. You'll see a large group of Nazis coming from the way you just came. Shoot them down as you go. You won't get the higher medals, which require 95% elimination of enemy soldiers.

Fire the Nebelwerfer at the Fourth Tank



In the next clearing, since as many Nazis as you can be found heading toward the bridge, fire on the Nebelwerfer, then use the rocket launcher to strike the tank across the river. Unfortunately, you can't use the rocket launcher to eliminate enemy soldiers, so search out for any foes who creep up on you around the nearby house.

Blast the Last Tank and Gate-Crash the Nazi Party



In the haystack field in the next clearing, who is an informant who has info from members, then clear the way of other soldiers so that Barnes can get to the fifth tank in the back of the field. Head to the north of Kieveberg, where you must break into the Nazi compound. To do so, use the hayseeds to torch the nearby haystack—the gates will open.

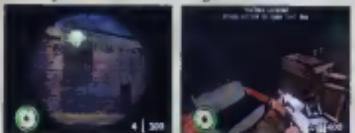
THE GOLDEN LION

Kieveberg, Holland

16 September 1944 - 2000 Hours

You must infiltrate the Dutch town and hook up with a resistance contact at the Golden Lion pub. Along the way, you must destroy Nazi vehicles and hitch a ride with a fellow agent.

Gear Up for Vehicular Sabotage



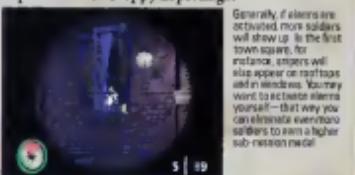
In the first parking lot, shoot the elementals to prevent more soldiers to your presence. Then head into the lot, take out all soldiers and collect the car disabling tools from the adjacent lot. Disable all cars in the area.

Rendezvous with Fox in the First Town Square



Agent Fox won't drive you through the square until you neutralize Nazi threats. Shoot soldiers in the square. Disable all vehicles, then use the stationary machine gun near the piano to pick off patrolling Nazis.

Top Honors for Sloppy Espionage?



Generally, if alarms are activated, more soldiers will show up. In the first town square, for instance, alarms will also appear or notches used in mines. You may want to activate alarms yourself—that way you can eliminate everyone soldiers to earn a higher sub-mission medal.

Trucking into the Second Town Square



After you clear the first square, hop in the back of Fox's truck. As you race through the streets, take out as many Nazis as you can. Fox will stop on the second square. He'll move again after you eliminate the weird, circa and guards.

Breaking through to the Laundry Truck



When Fox stops his truck at the laundry truck, fight through the nearby door and unlock the gate from the other side. When he drives to the next square, climb into the laundry truck and steal a dudigun.

Sneak into De Gouden Leeuw



Tip the piano player. He'll play and get the soldiers singing—it's valuable distraction. Sneak up the stairs, then shove the rug into the back piano, which will start a fight—another distraction. Sneak through to your contact.

OPERATION REPUNZEL

Dorme Manor, Kieveberg, Holland
16 September 1944 - 2215 Hours

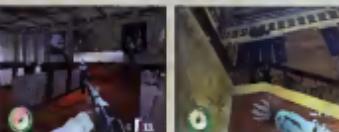
You learn that Gerrit is imprisoned in a Nazi-occupied manor, which is also the resistance's HQ. You'll need to acquire secret documents and rescue Gerrit to complete the final sub-mission.

Hide Behind Your Papers & Nab the Kitchen Key



You'll wear a caterpillar's disguise, so don't blow your cover—hold your newspaper papers in your hand until you enter the side door. Then beat the key upstair and grab the kitchen key from the well pig.

Wreak Havoc on the Lower Level



In the kitchen, take out the chef before he throws knives into your head. Proceed through the dining room and the music room until you reach the courtyard. Throw a grenade over the banner to destroy a group of soldiers.

EPIC CENTER

Nothing brings tears to an RPG fan's eyes like an old-fashioned dungeon hack. Run around, get a big sword, take out monsters, get a bigger sword, take out more monsters, get a really insanely huge sword... now that's living! We'll take you through the bulk of a new dungeon-crawler for the Nintendo GameCube—*Baldur's Gate: Dark Alliance*—and also toss in some exciting, late-breaking news.

EPIC NEWS

The Return of the Kingdom

Activision games has announced plans to release a sequel to the Nintendo GameCube action-RPG, *Lost Kingdoms*. The original title placed you in the shoes of a princess named Ratis, who was forced to defend her land from hordes of monsters. Her only weapon was a deck of cards that could transform into creatures such as skeletons, mummies and dragons. The card-battling game was deeper and more rewarding than many titles of its genre and featured a two-player mode in which friends could battle each other.

Developed by From Software (who also created the original title), *Lost Kingdoms II* takes place two centuries after the original game. The sequel boasts 26 all-new worlds and more than 200 different cards (100 of which are new to the *Lost Kingdoms* universe). It retains the multiplayer feature but also allows single players to battle in the multiplayer combat arenas. *Lost Kingdoms II* is expected to launch in spring of 2003.

More Lore of Yore

Atmos Software, the same company that released such cult classics as *Cubiware* and the *Ogre Battle* series is developing and publishing *Lufia: The Ruins of Lore* for the Game Boy Advance. Previous *Lufia* games were on the Super NES and Game Boy Color, and *The Ruins of Lore* will be *Lufia's* first outing on the Game Boy Advance.



The title stars a young man named Eldin and his buddies, Torma and Ratis. An evil nation called Grawz has begun to invade neighboring kingdoms in attempts to find a mythical beast. If Gratz's leader—an ergonomic named Raghul who has dreams of world domination—finds the beast before the heroes do, he will be able to merge with it and become indistinguishable.

The title has many cool features, including an option to link up to four GBA's. Once linked, players can either explore a secret dungeon or swap items. The dungeon is called the Ancient Cave, and it contains rare items that do not appear anywhere else. The Ancient Cave is also randomly generated, which means you can play for years and never see the same level twice.

The main quest, however, is a single-player affair: You can have up to eight characters in your party at a time. You can also sub party members in and out during battle (which gives you much-needed control over who levels up and how quickly). The game boasts 11 character classes and tons of new items, spells, armor and weapons. Finally, you can recruit monsters and convince them to fight for you. Monsters can learn new spells and evolve into different forms or even merge with party members during particularly tough battles. If previous games in the series are any indication, *Lufia: The Ruins of Lore* will be a deep, engrossing RPG with plenty of secrets. The title should arrive in the first few months of 2003.

EPIC TACTICS

Baldur's Gate: Dark Alliance is a classic title from the Dungeons & Dragons universe, and the EC editors have created a massive walk-through. We played the game in Co-op Multiplayer Mode, but the strategy works just as well in Single-Player Mode.

CHOOSE YOUR WARRIOR

Human Archer



Humans are well-balanced, and the Archer's stats reflect that: He's not the most powerful of magic spells (mostly archery-related) and also handles both one- and two-handed weapons. Meles combat isn't his strong suit, so expect to spend most of your time launching arrows from afar.

Dwarven Fighter



The Dwarf is the easiest character for beginning players. His strategy is simple—run up to enemies and attack them as quickly as possible. He has two-handed Strength, so he can carry more treasure than any other player, but he's hampered by weak Charisma and almost no magic spells.

Elven Sorceress



The Sorceress has a wide range of magic, but she's very weak at the beginning of the game. She can't use two-handed weapons, and because she's weak, most heavy armor will be too much of a burden to use. Once she gains a few levels and learns more spells, however, the Elf is almost impossible to stop.

The Eltsong Tavern

As your adventure begins, you learn that thieves have waylaid you and stolen your belongings. Learn about the town from the Eltsong Tavern's patrons, then talk to the barkeep to receive a quest.



The barkeep is located behind the counter. She'll tell you about the tavern history if you ask.

QUEST 1: RATSI

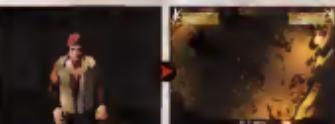


Accept the quest from Alyth (the barkeep), then descend into the sewers and start eliminating rats. The furry vermin aren't tough, but they attack in groups of two and three. The Elf should be able to handle the quest, so invite other players stick to the dungeon. You'll earn 200 GP and 75 gold for taking out the pests.



The large, bearded fellow in the corner buys and sells weapons, armor and other items.

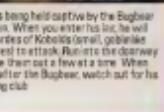
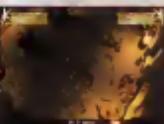
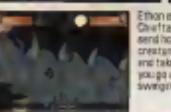
QUEST 2: STOP YER WINING



To fulfill Nebyth's desire for a drink, get a bottle of Fine Wine from the sewer. After you blast the final rat, walk down a hallway and enter the next room to find the bottle. Nebyth will give you 100 GP and an Extra Healing Potion in exchange for the tackle.

QUEST 3: ETHON IS GONE

After the wine quest, speak to Alyth again. She'll ask you to find Ethon in the sewer's lower levels. You'll earn 300 gold, 400 EP and an Amulet of Dexterity for your trouble.



ELTSONG TAVERN: COURTESY OF ACTIVISION

QUICK TIPS

Time Heals All Wounds

If you're low on health or magic, stand in a room that you've already cleaned until your meters are full again.

Bust the Barrels



You can use molotov weapons to bust open barrels, crates, jars and more. Break everything—you'll often find treasure inside.

Powder Kegs



Some barrels are actual traps to avoid. Don't break the exploding barrels or you'll take massive amounts of damage.

Recall to Safety



Always have at least one Recall Potion. Use the potion to return to the hub and sell your gear whenever you run out of inventory room.

We Have Many Fine Deals . . .



'High Charisma' equates lower prices for items. If you're Multiplayer Mode, have the person with the highest Charisma do most of the trading.

Are You Experienced?



When you level up, try upgrading your weapon. The more Weapons, the more Experience Points you'll earn in battle.

Stay Alive! I Will Find You!



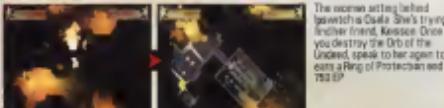
In Multiplayer Mode, you can revive a fallen partner. Simply touch a Save Point to have your untagged friend reappear.

QUEST 4 TALES FROM THE CRYPT



After you free Ethan, a man named Ignatius will appear in the Elfing Town. He'll ask you to find a medallion in the Shrine of Siffling. When you return, he'll give you a Magic Mace and 300 EP.

QUEST 5 KESSSEN MAKE UP



The vicious artificer Ignatius is back! She's trying to find another friend, Kesssen. Once you destroy the Orb of the Undead, speak to her again and earn 750 EP.

QUEST 6 JUST THE ARTIFACTS

When you enter the shrine, a priest will ask you to destroy an artifact that is raising the dead. Accept, then head for the shrine's interior. (You can take on quests four, five and six in any order, but you'll want to speak to all involved before descending into the shrine.)



ORB OF THE UNDEAD



The evil artifact is called the Orb of the Undead. Enter its chamber and attack it while it's on the pedestal. When it's beaten, run away from the creatures it summons, trap them in a corner and take them out one at a time. (The summoner's Burning Hands and the archer's arrows will help.) After you destroy them all, return to the Orb and attack it anew. Focus your attacks on the Orb while it's vulnerable, even if it's not taking damage. You'll get an Amulet of Protection and 750 EP for destroying the bad artifact.

QUEST 7 A SPICY OFFER



After you vanquish the Orb, speak to a woman in the corner of the tavern. She'll ask you to find a box of Spice inside the Thieves' Guild. If you comply, she'll give you 600 EP and a Thorin Shield.

QUEST 8 JOIN THE CLUB

A cloaked stranger is waiting for you in the Elfing. His name is Jherik, and he wants you to join a militia called the Harpers. Accept his offer, then descend into the sewers again, to find the Thieves' Guild. The entrance is hidden next to the cell where Ethan was held.

Beware Boddy Traps



All manner of traps and tricks protect the Thieves' Guild. The first you'll encounter are sections of floor that vanish under you. Jump onto the first floating floor and then jump onto the next, then ready and leap to it. (Platforms that are about to drop will blink momentarily, while sturdy ones do not.)



Another dangerous trap is a pedestal that features fireballs or arrows—just if the two of them grouped closely together. Watch the floor for the fireballs, then run through the arrows fire as soon as you spot an opening. Be sure to save your game of turn while in the Guild.

KARNE



Karne is the Thieves' Guild leader and a powerful master who will attack shield and weapon in most that part of the room. The Elf and the Human should fire on him from a distance. If you're a Dwarf, charge in and start hacking away. Bring along lots of Restoration Potions and use them whenever your health drops below 50%.

Eyes on the Prize



There's a deadly trap on the Guild's road—large eyeballs pop out of the ground and shoot at you. If they hit you, your character will suffer an instant fatality. Look in each room for a lever (or lever) that will drop the eyeball back into its hole. Use the C Stick to move the camera and see the eyeball like you're hiding behind walls or corner craters.

XANTAM

The boss of the first stage is Xantam, a mighty Beholder. It will attack both with magic (Magic Missiles, Fireballs and more) and by trying to bite you. Keep your distance.



This Beholder and the Elf can attack from afar and down. The Dwarf must attack directly—hit the Beholder a couple of times, then move to a new spot and strike again. With two players, attack from different directions to confuse Xantam. You'll get a Magic Long Sword, a Magic Shortbow, 2,000 gold and 2,000 EP for defeating the beast.

Take a Walk on the Wind Side

The next area starts with a long trek down a sheer cliff. You won't be able to Recall until you reach a Dwarven Mining Camp, so grab plenty of potions before you leave Baldur's Gate.



Dwarf Dwellings

The new shop in the Dwarven Camp stocks lots of expensive gear. The Elf should get whatever armor she can afford (and carry) while the Dwarf and the Human upgrade their weapons.



QUEST 8 FIRE ON THE MOUNTAIN

Look for a Dwarf with an exclamation point over his head inside the Dwarven Mining Camp. He'll tell you to climb Burning Eye Peak and light a large torch. You must collect these items (Flint, a Torch and an Oil Flask) to complete the task.

Flint in the West



The Flint is inside a mine in Burning Eye Peak's West. There are also some fire-breathing worms here, including yellow-crowned worms, which will attack you if you touch them. If a worm hits you with a fireball, it will blow you down. Use the Z Button to block incoming fireballs with your shield if you're equipped.

Torch in the East



You'll find the Torch just the big torch that you have to light, but a smaller one is in the mine in Eye of the Sun. There is also a silver-decoration camp here. The worms here can find lots of valuable weapons and treasure. Don't forget to search the weapon racks for beauty. To search, walk up to a rack and press the X Button.

Oil at the Peak



The Oil Flask is at the base of Burning Eye Peak. Before you climb the mountain, look for an obscured road that leads west. It's hard to find—you may want to bring up the map. The Oil Flask is inside a cave on the end of the trail, next to an injured Dwarf.

Torched



Once you have all three pieces, climb Burning Eye Peak and light the torch. Repeating white bolts on the trail will attack with lightning bolts. Walk close to them, then run away when they start to fire the bolts. After lighting for about, the creatures will start to attack them when they are small, so wait until

ETERNAL DARKNESS

Sanity's Requiem

Nintendo Power recently sat down with Silicon Knights, the designers of *Eternal Darkness*, and spoke about the intensive research and development process that led to the final game. Now you can learn secrets of the game creation process and find out more about the *Eternal Darkness* world straight from the source.

Pious Augustus Pious Augustus is the primary villain in *Eternal Darkness*. In keeping with the theme of "ordinary people in extraordinary situations," he is a Centurion in the Roman army. There are higher and more interesting roles, but they would have provided Pious with the very things he seeks—power and glory. We wanted to make him a cynical man with ambition who would accept power as soon as it was offered to him. At first, Pious is far from evil. He has worked hard to be where he is and feels as though the Roman Empire has turned its back on him.

Thematically, we placed his character at the birth of the Roman Empire—46 BC. At this time, the Republic of Rome has dissolved and a single emperor, Augustus (Octavian), Caesar, speaks for the senate. To many historians, this represents the beginning of a major expansion in the Roman Empire. However, it is also the beginning of its downfall. With power-hungry megalomaniacs and hatemongers at its helm, Rome will expand and expand again before finally falling to its own corruption and decadence. It seemed like the perfect backdrop for *Eternal Darkness*.



Tamerlane

Tamerlane was a very real person. The name Tamerlane was a western corruption of his real name, Timur-e-leng, which means Timer the Lame. (He received the name after being partially crippled in a hunting accident.) A descendant of Genghis Khan and a superlative general in his own right, he campaigned across Asia and expanded his empire to India and beyond. While Tamerlane spread terror in the hearts of free people everywhere, he also sowed the seeds of dissent—his own troops would often revolt when they left a conquered land. Although he shared the martial prowess of his ancestor, Genghis Khan, he lacked his political skills. Today, Tamerlane is revered by some as a folk hero who created an empire that spanned an entire continent, while others think of him as only a bloodthirsty warlord.



Maximillian Roivas

Max's story was fascinating to create. We had to work in a historical period that we initially knew very little about. The time period also limited us on items and equipment. At first, we were going to give him a bowie knife, but the particular weapon wasn't around in 1760. Max's costume also went through many revisions (fixed and detachable wigs, mastiff and the like). The toilet was another point of contention. In 1760, the indoor toilet was a relatively recent invention, but today no bathroom would be without one. So what was exciting to Max may not be exciting to the player. This sort of problem came up time and time again. Content had to make sense to the time line, the character and the player.



Edwin Lindsey

Cambodia during Lindsey's time is in a state of political turmoil thanks to the communist Khmer Rouge. This set a dramatic backdrop for the archaeologist and also gave him a reason to carry the firepower that he did. When we researched Cambodia, we found that recent advances in satellite technology revealed that the area around Angkor Wat (an ancient city/temple and well-known tourist attraction) was filled with other temples that had been overrun by the jungle. This piqued our interest—what else was down there? Another fact sealed the choice [of Cambodia as a location] completely. Hindu temple architecture is based on the idea that the universe is made from concentric rings, or layers. This seemed to support the idea that the temple might tie into our Magick system, which is also based on rings and circles. The idea that things in

our world might actually have supernatural purposes—that there is a veil of reality that we can't see beyond—is one of the cornerstone concepts of *Eternal Darkness*.

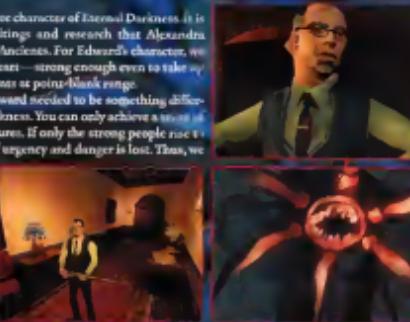
As a side note, since Lindsey had a few scenes with our villain, Pious, he had to be a good counterpart. Pious was very calculated and formal, and that's why Lindsey is spontaneous and flippant.



Edward Roivas

Edward is the core character of *Eternal Darkness*. It is through his writings and research that Alexandra discovers the information and strength to fight the Ancients. For Edward's character, we wanted to have a weak individual who is strong at heart—strong enough even to take extremely powerful weapons and confront the Ancients at point-blank range.

Most video game heroes are just that—heroes. Edward needed to be something different, or they wouldn't be much hero in *Eternal Darkness*. You can only achieve a sense of horror through the character's vulnerabilities or failures. If only the strong people rise to meet adversity and handle it effortlessly, the sense of urgency and danger is lost. Thus, we wanted to make him an interesting contradiction—weak body, strong mind. That's why we gave one of the weakest characters the biggest guns and the most responsibility. At one point, the story even included one of the other stronger characters taking his own life in Edward's presence rather than face the Ancients. This scene was eventually removed because it was considered far too grim.



Chattur'gha

Chattur'gha (Chatt-ur-ga) embodies control of the physical and is represented through sheer brute power, violence and strength. Gnashing teeth, crushing claws and scything blades are the hallmarks of Chattur'gha and its guardian races. They are hulking, brash creatures that exist to crush and drown all that stand in their way.



Ulysoth

Ulysoth (Ool-youth) represents the magic of time and space. To Ulysoth, the universe is a plaything—and it has grown bored with it. It has seen all that there is to see, both in this dimension and the others. It is distant and apathetic and cares little for the manifestations of life throughout the universe. Humans and other

living creatures, even its own kin, are nothing more than insignificant blights on the perfection of the universe.

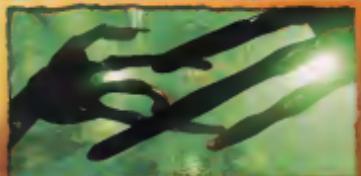
Deep sea life formed the theme for many of Ulysoth's creature designs—ethereal jellyfish, bioluminescent fish, crinoids, sea slugs and the like. We sought a graceful, ghostlike and dramatic look.



Xel'lotath

Xel'lotath (Zell-low-tooth) is the spirit of madness. She (if it can possess a gender at all) is the product of sheer lunacy. Her creatures are constructs of magic without any real reason or function—mis-

shaped wrappings of arms and legs with joined torsos and hands replacing feet. None of Xel'lotath's guardian races have heads. They are unthinking automatons under the mental lash of Xel'lotath!



Gatekeeper

The Gatekeeper was initially conceived to be a creature that gave rise to the vision of the Grim Reaper, the personification of Death. We wanted to give the impression that the Ancients had affected every aspect of our existence—giving rise to myth and even our instincts themselves. We wanted to show that we might see something created by the Ancients and base our legends on it without even realizing it.

Originally, the Gatekeeper would attack the player and use the blood drawn by jousting to inscribe a circle that summoned creatures. This was the counter-point of what the player originally had to do to cast a spell—wiping



Things You Might Have Missed



Try looking at the pictures inside the Revenant Magazine with a few "Savvy" filters. You'll see some truly bizarre artwork!



If you speak to newspaper characters while your Savvy Meter is low, they'll often tell you horrific tales about terrible things.



How Max performs monologues on monstrosities, thus exposing the creatures in a later level to hear Max's descriptions of the creatures,



Evil people with large, always-huge eyes wait for Max to tell them his stories. They often tell you horrific tales about terrible things.

Eternal Darkness: Sanity's Requiem is the culmination of four years of labor, and Silicon Knights' attention to detail shines in every frame. But be warned: twice—*Eternal Darkness* is not a game for the faint of heart; it contains violence and gore, as well as morally disturbing images and story lines. If, however, you are an older gamer who appreciates a good, intelligent story, you won't find a more engrossing game anywhere. ■

METROID FUSION

Samus Aran's quest to wipe out the X parasite infestation continues in part two of our Metroid Fusion strategy coverage. It begins with Ice Missiles.

SECTOR 5 : ARC

Step into the cold of Sector 5 to earn a freezing weapon.

At the end of last month's Metroid Fusion coverage, we guided you to the Varia Suit data. You'll need the protection that the Varia Suit affords you to withstand Sector 5's cold temperatures. Descend into the icy domain and start exploring.



Sector 5 Shuffle



MASTER MAP KEY	
Door Area	Master
Navigation Room	Missile Tank
Reactor Room	Energy Tank
Auto Room	Power Bank Unit
Level Select	None

HIDDEN TANKS	
After you enter Sector 5, go left into the lower-left corner to reveal a red tank.	None
Roll into a hidden hole in L14. Detonate the explosive barrels. Freeze and purify them as you climb to J15.	None
Use two Bombs in the upper-right of P1 to reveal a Missile Tank. Jump up and collect it.	None

Before you can reach the Ice Missile data, you must unlock Level 13 (which is Sector 5's final level). To do this, search for the computer console; you'll use Missiles to blast open a hole from the top of the left ladder in area E5, implying the Speed Booster to bomb Beam Blocks in J10 and take on five flying enemies in J12.

Drop and Freeze



The Security Room is in area L7. When you drop to K13, place Bombs in the middle of the floor. You'll break through to L9. Run to the left to live. Don't hand for the Security Room.

Platform Pause

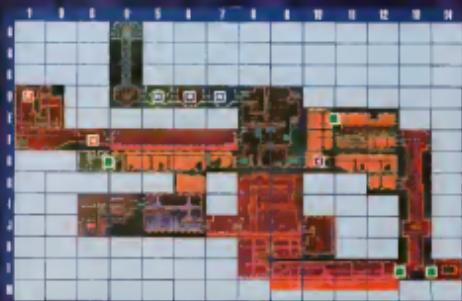


Using the Ice Missiles, you can freeze enemies in place then use them as platforms. The techniques will allow you to reach areas otherwise unreachable areas.

SECTOR 3 : PYR

Investigate an emergency in Sector 3 and neutralize the problem.

The main boiler's cooling unit is verging on a meltdown, and the entire research station is at risk. From the time that you find out about the problem in Sector 5, you'll have six minutes to run through Sector 3 to fix it.



Dry Run



Data Delivery



The Ice Missile data download is in sector G13. When you reach the top of the vertical passage in G, live to the ceiling to break through to the next area. Jump up, run to the right and head for the target.

Escape from Sector 5



After you make the plant in K12 grow, freeze it, then run over it as you head for Speed Booster. When you reach K12, bomb through a passage in the left wall then roll to K11.

HIDDEN TANKS

After you survive the long, hot corridor that starts in F7, you'll find a Missile Tank in F8.

Use Speed Booster power to knock upended to the Energy Tank in G8.



Ice Cepheus



The Ice Missiles that you earned in Sector 5 will help you navigate Sector 5's lower sections. Use them to freeze the long-necked enemies in the vertical passageways and the small enemy that crawls over the broken-easy platforms in $\text{J}2$.

MAIN DECK

Search for signs of life on the Habitation Deck.

The computer has detected life-forms that may not be infected by X parasites on the Habitation Deck, in the upper reaches of the Main Deck. Take a ride on the Main Elevator and investigate.



HIDDEN TANK

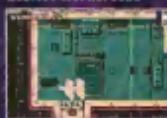
Run to the left from $\text{G}7$, blast through Secret Room in $\text{G}4$ and collect a Missile Tank.

Bowser and Upward



The last time you were on the Main Deck, Level 2 hatches were locked. Now that they are unlocked, you can use them to get to $\text{G}12$ to reach the Habitation Deck corridor. Freeze-Necked enemies in $\text{G}10$ and $\text{G}11$ for a boost to the top of the deck.

Habitat Workaround

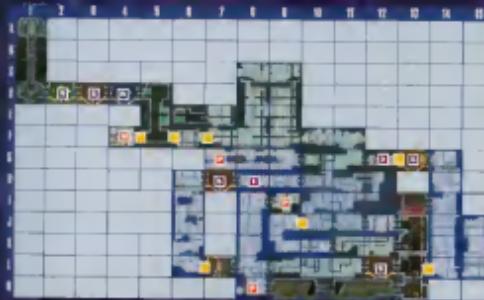


A special hatch blocks the way to the Habitation Deck corridor in $\text{A}6$. Shoot through the barrier on the right side of $\text{A}4$, then use the Main Elevator to break through the floor in $\text{B}7$, jump through a hole in $\text{C}1$'s left wall and climb up vertical passage to the top of the deck, freezing enemies with Ice Missiles along the way.

SECTOR 5 : ARC

Return to the arctic center for Power Bomb data.

Power Bombs have a wide blast radius that affects all enemies and destructible objects in your immediate area. You'll find the Power Bomb data in the Sector 5 Data Room. Descend into the sector's frozen corridors and run to the Data Room.



Pick up Power



The Power Bomb data is located in the Data Room where you found the Ice Missile data. Drop to $\text{F}8$, then run to the right and work your way to $\text{G}9$. You'll run through a series of narrow hallways on your way to the research center. Use a Power Bomb to clear the way back to the Sector 5 entrance.

Bowser, Blast, Drop



Use several Bombs to blast the floor in $\text{G}14$, then drop to $\text{L}14$. When you use a Power Bomb in $\text{L}13$, you'll open a path to another unmappped area. Drop down and investigate.

Return to the Upper Reaches



A Power Bomb blast in area $\text{M}11$ will reveal a ladder on the left wall and a hole in the ceiling. Climb up, run past the Security Room and climb to the top of the next vertical passage.

SA-X Encounter



When you reach area $\text{M}15$, the SA-X will appear. Jump over a tall barrier, use a Power Bomb on the wall and roll into the right of two narrow passages that open.

Blast through Barriers

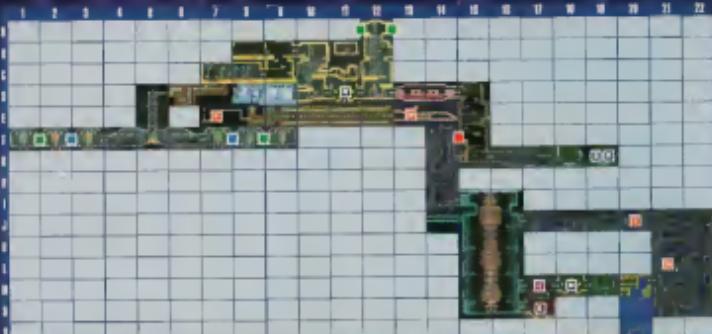


Large organic barriers block passages in H and $\text{G}13$. Use a Power Beam mighty blast to destroy the barriers, then collect the parasites they leave behind.

MAIN DECK

Return to your ship for information about a new threat to the research station.

When you reach the Navigation Room in Sector 5, your ship's computer will ask you to return to the ship. It has news about a power shortage that has spread from Sector 2 to the lower-right section of the Main Deck.



Main-Deck Detour



Power to the Core



BOSS BATTLE Acquire the Space Jump



Avoid the plant spider by walking in a corner in Morph Ball form, then hit the spider's glowing weak spot with Missiles. When it loses its legs, keep it from getting close to you by hitting it with charged Wave Beam Beams.

As you ride up to the Main Deck, the elevator will freeze in the middle of the shaft. Detonate a Power Beam in E7 to melt the floor and then continue through the Main Deck underground, bursting through barriers with your Speed Beam!

HIDDEN TANKS

Use a Power Beam in E6 and melt the floor in E7 to melt a Power Beam Tank. After you run through Beam Beam, use a Power Beam in E13 to melt a tank. Use a Beam in the left side of E2 to break through to the Missile Tank in E2.

Search the Sector

SECTOR 2 : T20

Get to the root of the power problem in Sector 2.

An X-parasite-controlled plant has worked its roots into the station's wiring. Before you can restore the power completely, you must destroy the plant.



The Hooter Is Booted



When you drop into E10, the SA-X will reek another appearance. You can freeze your own twin for a moment with your Missile, but you won't do it. Use Power Beams to melt through barriers and to your left. Hole in the left side of E12 and wait for the creature to walk away.

HIDDEN TANKS

Space-Jump up to J8 and melt the floor in E8 and E9. Walk under the ledge to reach a tank in J8. Freeze Beaming enemies in E8 and E9 and melt them as platforms to reach a Power Beam Tank. After you collect the tank in J8, drop into E10. Use a Power Beam to reveal another tank. Jump up against the right wall in F10 to grab on to a passage to a hidden tank in F10.

BOSS BATTLE Acquire the Plasma Beam



After you ride from the SA-X, fire through the Hitter K10 with Missile twice to E10, fire through the corridor to E11. Space-Jump up to G13. Hit the giant gatling eye with a Missile and move on to the boss battle.

X PARASITE EXPLOSION

End the infestation.

You've come a long way, but your journey is far from over. The X parasites continue to spread as you search the station for a way to get rid of them for good. Along the way, you'll fight a new version of an old enemy and you'll finally go head-to-head with the SA-X. ☺



Clear away the projectile that aim to knock you into the deadly ground plants. Then focus your Missile fire on the large plant to the right. Duck or jump to avoid the plant's beams and keep firing Missiles.

ARENA

ARE YOU GAME?

CHALLENGE

You all knew it was coming, and now it's time to separate the true gamers from the wannabes. Grab a copy of *Metroid Prime* and start playing. When you defeat the final boss, you will see a screen that records how fast you beat the game and how much of it you completed. We're looking for the five players with the lowest times. Snap a shot of your end screen, then send it to us at the address below. We will pick the top five persons with the highest percentage and lowest time.

METROID PRIME



TIME KEEPS ON TICKING

GOTTA GRAB IT ALL



The items that count toward your completion percentage are Missile Exposives, Power Bomb Explosions, Energy Tanks and Log Book Entries. As you can see in the above shot, it's possible to earn 100%.

NP SCOREBOARD

SUPER NINTENDO EXPRESS
HIGHEST SCORES ARE LISTED IN THE FOLLOWING ORDER

Michael, Perry, Colorado
Steve G, Red, New Mexico
Chris, Boston, Massachusetts
Ari, Everett, Washington
Ari, Boca, Florida

27.41
26.44
25.44
25.37
24.37

CAUTION: TWISTED CHALLENGES AHEAD

- In James Bond copy
- Agent Under Fire, try to
- complete the first level
- using only your fins.
- — SPENCER FORTIN
CALIFORNIA

In Resident Evil, can you take out the Crimson Head. Zombie in the crypt with only a Combat Knife?

— GEORGE KOLLAR
MINNESOTA

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before **February 4, 2003**.



SEND YOUR ENTRIES AND IDEAS TO:

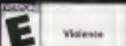
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Luigi's Mansion	\$16.95
Pokémon Crystal	\$16.95
John: Oracle of Seasons and Oracle of Ages	\$16.95
Paper Mario	\$16.95
Pokémon Gold and Silver	\$16.95
Corporation Freedom	\$16.95
John: Oracle of Ages	\$16.95
Pokémon Gold and Silver	\$16.95
John: Oracle of Time	\$16.95
Grand Total: \$166.90	
Subtotal: \$166.90	
Sales Tax: \$0.00	
Total: \$166.90	

For more information on the 2002 Census of Agriculture, contact the U.S. Census Bureau's National Agricultural Statistics Service at 800-705-7000, or visit the agency's website at www.agcensus.usda.gov. Other local offices throughout the U.S. also can be reached by calling 800-705-7000. For more information on the 2002 Census of Agriculture, visit the agency's website at www.agcensus.usda.gov.

THE KING'S ITEMS ARE THE KEY TO HIS TOMB

COLLECT THE KING'S THREE ANCIENT ITEMS

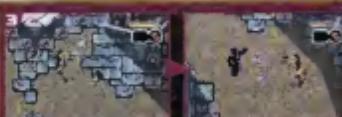


Venture through the first tomb area and into the the next. Be careful gathering them—some traps will reset once you pick up the treasures. Continue until you find the King's scales, shield sword.



PLACE THE ITEMS

After you've collected King's Lara, shield and sword, enter his tomb chamber. Inside, place the three items on the pedestal at the back of the room. The table in the room's upper-left corner contains a clue about how to place the items. Hit the switch after you place them.



BLACK WIZARD BATTLE

After you place the King's Items correctly, a black wizard will appear and race two skeletal soldiers. Defeat the skeletal foes first—once you've taken them out, the black wizard will make a return to finish you off himself. Watch for his fire magic attacks and keep moving! Use Medkit to replenish any health you lose.

Second Destination: Angkor Wat Temple, Cambodia

TOUGHER ENEMIES & PUZZLES

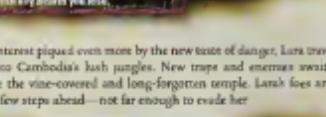
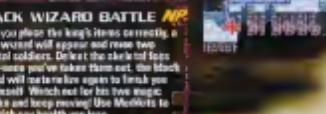


HIT SOME SPOTS
The second temple on Lara's agenda is deep in Cambodia's lush jungles. The temple's enemies and puzzles are tougher than the Lost City encounters. The screenshot, for example, shows Lara taking the cover in the first temple and take one more shot to put down.

FIND & PLACE THE IDOLS



After you locate the Heavenly Goddess and Hell God idols, you must place them on the correct pedestals to solve a pillar puzzle. The Hell God idol lowers pillars, and the Heaven Goddess idol raises them. After you use an idol, retrieve it before moving on—you'll need the idols again.



600 IDOLS + **MEDKIT**

TREAD DEEPER INTO THE PALACE IN SEARCH OF THE STONES

FROM THE TERRACE TO THE TEMPLE



Exit the temple to explore outside on a lofty terrace. Walk along the terrace and jump across the gaps as you make your way into the next indoor temple area. Run and jump by pressing **Y**, the Control Pad and **B** to create especially large gaps between pillars. Defeat any wolves and save your very own.



The temple's timed doors and traps will push Lara's speed and reflexes to their limit. When you're a wolf, and the timer begins to tick, sprint by pressing **Y**, roll right through the door frame. Wait just for the wolf to start veering through swinging axes near the exit.

FACE WIZARDS, USE TOOLS AND BACKTRACK FOR SWITCHES

RETRACE YOUR STEPS TO ADVANCE



The next temple area is filled with traps, switches and enemies. You'll need to do a lot of backtracking to reach switches that will open new doors and disarm traps. Pay close attention to your location, or you'll get lost in the labyrinthine halls.



Time your climbing to avoid fireballs that shoot up from the temple floor in various places. A pair of black wizards await at the top of your climb. Until you destroy the two wizards, their necromancy will cause undead souls you've slain the area.



THE FINAL SWITCHES

The switches that will open the door to the final area take a bit of planning though. After you have found the switch, retrace your steps to locate the final switch on a high platform. Watch where doors open and traps are disabled to keep your hearings.



IDOL KEYS

The Hell God and Heavenly Goddess isolate the keys to making it past the next area. Observe your surroundings and the floor layout to figure out which did it. If need to place where. You must use the tools to raise and lower the pillars to the correct positions for Lara to continue.

GRAB THE BLACK STONE & DEFEAT THE WIZARDS



FIERCE FIGHTING

Lara appears atop the temple, only to be surprised by three black wizards as she reaches up the block stairs. Keep moving to dodge their dark magic, and focus your attacks on one wizard at a time. Watch where you move—one wrong step could send you to your doom.



USE THE TOOLS & TIME THE SPIKES



Use the Hell God's dagger to knock the pillar on the idol pedestal's right. Jump onto the lowered pillar and hit the first switch. Stand near the spike area and wait for the spikes to retreat into the floor. Quickly step up and press **B** to hit the switch. Move out of the way before the spikes pop back up.



RED WIZARD BATTLE

The red wizard is more powerful than black wizards, but the same tactics work. Defeat the fire-breathing, wolf form, then focus your attacks on the red wizard. Jump forward when the wizard throws a bomb to avoid it. Defeat the red wizard for the red stone.

Third Destination: Roman Ruins, Italy

EXPLORE THE ROMAN RUINS ON A DESOLATE ISLE



INTO THE FRAY

The hunt for the final stone heats up in the Roman Ruins. Miles of black involves, undead soldiers and wizards who try to keep Lara from possessing the Tome of Erebos. Beware, though; it packs a near-wizard's worth of your toes. The last stone won't be easy to grab from the wizards.

FOUR ROMAN-GENERAL STATUES



In the ruins, you'll need to find four statues of famous Roman generals. Remember which region of the Roman empire they came from: north, south, east or west. You'll need to place the statues in the correct order in a puzzle room. Outside, take a ring of teeth and run across an invisible bridge to continue.

Final Destination: Teg-Du-Bhorez Headquarters

TEG-DU-BHOREZ HEADQUARTERS—THE FINAL STAND

FRIGHTENING FOES & STRANGE MACHINERY



Watch the shadowy darkness spread the center terrace and halls of the Teg-Du-Bhorez Headquarters. These gods more dangerous than Poseidon are. Lara can take them out with a few well-aimed shots. Lara will need to scan every nook and cranny of the headquarters for a few missing gears to open the way to her final foe.



Content with her victory, Lara returns to her mansion for a little rest and relaxation...there's nothing a good cup of tea can't soothe. The Tome of Erebos rests on a shelf in her library, along with countless other dusty books. Another mystery solved by the great tomb raider, Lara Croft.

With the red and black stones in her possession, Lara embarks upon her treacherous quest for the third and final stone. A new sense of urgency fills Lara, for she knows if the Teg-Du-Bhorez obtain all three stones, they'll fulfill a dark prophecy of revival.

SAME OLD SWITCHES

Within the crumbling Roman-Ruins lies a maze of narrow paths, switches and traps. Lara again needs to search for switches and levers to disarm traps and open doors. In the Roman Ruins, the switches are few and the traps more numerous and deadly.

BATTLE THE TEG-DU-BHOREZ BROTHERHOOD



After Lara seizes the white stone, she'll finally face four members of the reptilian Teg-Du-Bhorez Brotherhood in a four-on-one brawl. When the cut scene ends, immediately jump up and dash right. Focus on attacks on one wizard at a time and keep moving. Use Midikits to heal.

The Teg-Du-Bhorez will hunt Lara as long as she holds the three stones, but Lara will not allow the Third Revival of the Great Grey One. Lara accepts her fate as vanquisher of the ancient prophecy and enters the Teg-Du-Bhorez headquarters to finish what she started.

BATTLE THE GREAT GREY ONE



Drop the three stones in their proper places to render the Great Grey One vulnerable to your attack. Use your Golden Gun weapon and get shots in while protecting the Great Grey One from the many flying debris pieces in the air. Jump to dodge the Great Grey One's attacks.

ANCIENT PROPHECY FOILED

Content with her victory, Lara returns to her mansion for a little rest and relaxation...there's nothing a good cup of tea can't soothe. The Tome of Erebos rests on a shelf in her library, along with countless other dusty books. Another mystery solved by the great tomb raider, Lara Croft.

When one legend falls, another must rise.



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GAME BOY ADVANCE



MORE BANDICOOT THAN YOU EVER
HOPED TO SEE IN A LIFETIME.



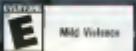
CRASH
Bandicoot
TRAPPED



Crash is shitting his stuff in the deepest, most graphically advanced adventure to ever hit Game Boy Advance. With over 30 levels, multi-player action, three playable characters, new moves and the most diabolical villain yet, it's more Crash than bandicootly possible.



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Mid Violence



GAME BOY ADVANCE



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e-reader report



With the release of *Donkey Kong*, *Mario Bros.*, and three other classics, the e-Reader card collection is growing by leaps and bounds. Check out our winning strategies and news about a new e-Reader-compatible board game!

PARTY STARTER

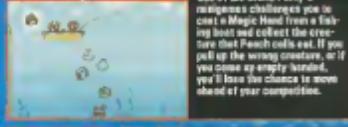
The series that inspired the party game genre is spinning off into a fun and competitive card and board game for two to five players. *Mario Party-e* draws from the *Pokémon* card game and the *Mario Party* video games to create a new kind of gaming experience. Participants play cards from a 64-card deck on a playmat and compete for coins. Several cards feature dot codes for e-Reader minigames that contribute to the chaos. The *Mario Party-e* set will be out in February.

Mario's Mallet



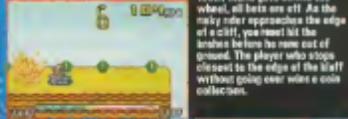
Get ready for a pipe and make a deadline for Princess Peach. It's up to you to swing a massive mallet and smash the pipes before time runs out. If you manage to flatten all of the pipes and refrain from hitting Luigi when he pops up, you'll win the challenge.

Cast Away, Mario!



One of the *Mario Party* e-rangers' challenges you're cast in Magic Head from a flying hot air balloon and create the creature that Peach calls out. If you pull up the wrong creature, or if you're not aiming correctly, you'll have to come in second at your competition.

Wario's Bluff



When Wario gets behind the wheel, all bets are off! As the only meter represents the edge of a cliff, you must hit the button to stop the car from crashing. The player who stops closest to the edge of the cliff without going over wins a coin collection.

DONKEY KONG

TM © 2002 Nintendo



Mario is known as jumpman in the original *Donkey Kong*. He got the nickname because jumping is what he did best. As you guide the mismatched hero through the game's three levels, you must save Pauline from the hands of the giant ape and collect some of her lost items along the way.

Countdown Bonus



The level bonus starts at 5,000 points. It shrinks by 100 points every two seconds. The sooner you reach the goal, the bigger the bonus you will collect.

Hop to It



As time goes on, barrels fall the ramp in Stage 1 and land in the water in Stage 2. The best way to ensure success is to rush to the goal.

Donkey Kong Déjà Vu



After you complete all three stages, sending Donkey Kong to his doom, you'll start all over in Stage 1. The initial bonus tally will increase by 100 points for every 100 points you score. Once the bonus point total will indicate that you have reached Level 3. As the bonus increase, so does the goal difficulty.

Bound over Barrels



The object of the first stage is to climb to the top of a series of girders while DK rolls barrels down the slopes. You'll earn 100 points for every barrel that you jump. You'll earn 100 points for every barrel that you jump. If two barrels approach with less than a barrel-width between them, long press both of them with a timing jump. If they're further apart, perform two timing jumps.

Wait, Then Run



Barrels can roll down slopes and ladders. As you're approaching a ladder, watch for barrels on the slope above and whether they're going up or down. If they're going up, perform two timing jumps.

Hammer Slam



You'll be using the hammer to break through the obstacles of the stage. To do this, you'll need to break barrels, the upper bridge and the ladders.

Collective Bonus



Position the dropped items in the right position to earn 100 points. If you drop them in the wrong position, you'll earn 100 points. If you're collecting each of them, you'll total 1000 points. If you drop them below Layer 1, you'll earn 1000 points.

High Hop



Position items straight down through the openings of Stage 2. You'll earn 100 points for each item you drop. You'll earn 1000 points for items that land on Layer 1 or the upper bridge.

Jack Attack



When you reach DK's level, the last challenge that you'll face is the Jack Attack. This jack will jump over you as you climb to the top of the ladder. As you're approaching the ladder, climb the ladder. If you don't think you'll be able to make it to the top, just jump off the ladder and let the next jack fly over your head.

Building Breaker



OK, you're at the top of a twisted girder assembly in Stage 3. The object is to break every bolt and send the assembly to the ground, along with the structure.

Hot Pursuit



Barrels are larger and less predictable than barrels. Approach the upper barrel from below, grab it and stay in the middle of the structure. You'll be able to hit barrels that cross from the ladder below you and free both sides.

Fight the Flames



The only way to clear away the barrels is to hit them with the flamethrower. Approach the upper barrel from below, grab it and stay in the middle of the structure. You'll be able to hit barrels that cross from the ladder below you and free both sides.

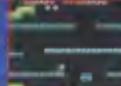
MARIO BROS.



©1991-2002 Nintendo

The man with the blue suspenders continues to hone his jumping skills and shows his perchamp for pose 3.6. When turtles, cabs and Fighter Flies pop out of the pipes, you must deal with them before they spread.

Punch for Power



You can earn bonus points by grabbing coins. If a coin is above you, hit the enemy to collect it.

Pop and More



A well-placed object will make all the difference and allow you to clear level after a quick attack.

King Crash Double Punch



You must hit enemies to break them out. The first time you punch an enemy, it'll turn to a turtle shell. If it's broken, then after moving again, the broken shell will fly off. Watch out for your shell on the floor.

POW Power



Use the POW block to break many enemies. Watch out though, as POW blocks can be destroyed by enemies like it.

Big Bonus



At every level, you'll find a single coin that grants bonus level coins that are close to each other.

Turtle Turn



If you're waiting for an enemy, it's always best to wait until it collides with other enemies.

Enemy Alert



Be aware! If a creature makes it to the next pipe, a moving enemy will appear at your current level.

ICE CLIMBER

©1991-2002 Nintendo



Superstar Mario and Luigi attempt to make dangerous peaks in 32 levels of mountain-climbing mayhem. As you guide Popo to the summit, you'll use an ice Hammer to break blocks and defeat enemies, then hop to the top.

Quick Break



You can break through thin ice with one hop. Thick sections require four hops.

Hammer Up



If you want to pick a 100-point ice block out of the sky, jump straight up and into the flying field.

Cloud Control



If you need to break through a ceiling from a moving cloud, start at the front of the cloud and work your way to the back as you jump, concentrating your efforts on one spot in the ceiling.

Go with the Flow



Your middle-finger movement is restricted. If you're on a moving cloud, try to line up your jump so that you are moving in the same direction as the cloud.

Iceite Watch



Iceite blocks are the big, blue blocks that break into smaller blocks. Watch them fall.

Bonus Blast



This bonus is right to below the stages. Watch out as it's extremely hard to reach the bottom of this area.

URBAN CHAMPION

©1991-2002 Nintendo



Mild Violence

The object of Urban Champion is to win a turf war by pinching your opponent into the next block. Move forward, hit with force and never give up. Once you make your opponent cross the street three times, you'll win.

On the Edge



When your opponent is one step away from elimination, use jets to send him to the next block.

Combat



When your opponent has you cornered, try to regain your ground with quick pins.

Flower Power



As soon as the neighbor goes out of the window, try to position the battle so that your opponent is the one who gets attacked by a falling flower pot.

Mix It Up



Use the A and B button punches in combination and keep your opponent guessing.

Cop Out



If the dinner bells go zero, the police will hold every the brawler who's closer to his corner.

Beat the Rap



If the authorities show up before the time out, you and your brawler will return to your respective sides of the block. Backups do the police's job leaves the scene, move quickly to the city.

BASEBALL

©1991-2002 Nintendo



Play with your team and hit the ball for nine runs in this 3D version of America's pastime. Nintendo Baseball has all of the bases—fast pitches, big swings, double plays and home runs. Play ball!

Strong Stance



If you're up to the big leagues, try to get into the batter's box and take advantage of the power.

Run, Don't Walk



When the pitcher is behind in the count, try to get to first as quickly as possible.

Hit and Run



When you have runners on base and the count is in your favor, send the runners on the pitch.

Extra Bases



If you want to take more than one base, you must send him with the B button.

Crafty Throw



You can control the movement of the pitch while it's in the air. By throwing an outside pitch that slices into the corner of the zone, the batter probably won't swing, and you'll earn a strike.

Pitch Around



There's no need to go for a quick K. If you're ahead in the count, throw outside of the zone. Never pass up an opportunity to try to throw a power ball.

FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN



Program Progress

Basketball Basics

FUN with Physics

The most recent addition to Project FUN's Game Factory is FUN Basket, a simplified hoops sim. The game challenges the player to throw a basketball through a basketball hoop after setting the angle and speed of the toss. It's the first Game Factory project to use a realistic physics model and take gravity's effects into account. As you advance through the sessions, you'll add elements that will make the game fun to play and watch as the ball bounces off the backboard and through the hoop.

Beginner Sessions

The first set of sessions introduces the game's main elements. You'll start by placing the ball and the player on the map, then you'll add elements that allow the player to set the angle and ball speed. Next, you'll add a scoring system with two-point increments. In the final steps of the Beginner sessions you will add a vector line that plots the ball's trajectory and calculations that determine the player's shooting percentage after a complete hoops session.



Set Up

After you've completed the Beginner sessions, you'll have the makings of a finished game. Use the cursor to set the ball's angle and speed.



Let Go

Push the space bar to toss the ball toward the basket. After bouncing off the backboard and around the rim, it may just fall through the hoop.

Advanced Sessions

As you follow the advanced sessions' steps, you'll add a second level which introduces a basketball obstacle that floats back and forth over the hoop, and additional levels that incorporate a timer. You'll also change the way the angle, speed and score are displayed.

Expert Sessions

The Expert sessions will show you how to add even more levels, a main menu, credits and a game play demo. You will also add a second player, making the game an alternating two-player competition—sort of like HORSE without the spelling.

Assets Available

Many Project FUN members—even those who aren't artistically inclined—are making their own games. You can get a head start on your own project by downloading assets (available to all Project FUN members) from the Project FUN website. Available assets include backgrounds, sound effects and animation sets that depict everything from aliens to explosions. Check them out!



FUN Facts

www.projectfun.digipen.edu

- The Digipen Institute of Technology's Project FUN is an online club that gives members opportunities to create video games on personal computers.
- Nintendo Power subscribers can join Project FUN at a rate of \$10 U.S. for an entire year. Details are available at Digipen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with hints and ideas for additional fun features.

Bells & Whistles

Basket Bonuses

Once you've completed the Beginner sessions, you can add to your project by following our Bells & Whistles steps. One addition introduces a fireworks display to the game by using particle effects. It's a stunning change that will give the game a polished look. We'll also show you how to make the ball return to the player more quickly with an easy one-line code change.



Special Effects

Our man Bells & Whistles is pyrolic fireworks as a reward for every score.



Happy Pictures

If you're in a hurry to get the ball back, you can make the program return the ball after one bounce.

Particle Plan

Step 1—Create an Animation Frame

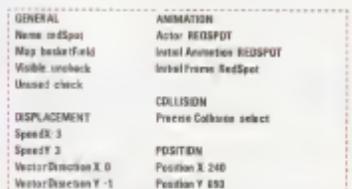
Our first Bells & Whistles addition will show you how to develop a particle-effect explosion every time the ball falls through the hoop. Your first step is to make a particle. Create a new image in your point program, setting the size to five pixels by five pixels. Fill the image with red pixels, leaving one pixel in each corner white. Save the file as redSpot.bmp and place it in the project's Art Assets folder along with the other art files that support Actors.

Step 2—Add an Actor

Create a new Actor called REDSPOT and give it an animation set with the same name. Add the redspot.bmp image to the animation set, then save it and close it.

Step 3—Create a Sprite

The next step is to create a sprite that represents the new particle. Right-click the Sprites node under the Level_1 branch and add a sprite with the following properties:



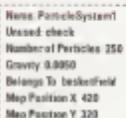
Step 4—Add a Variable

Right-click the Variables node under the Level_1 branch of the project tree and add a variable with the following properties:



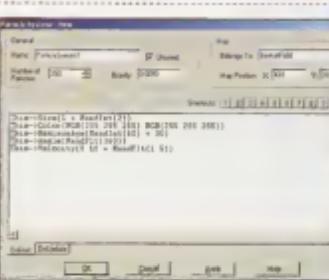
Step 5—Create a Particle System

You'll use the redSpot sprite in a series of particle systems. Right-click the Particle Systems node in Level_1 and add a particle system with the following properties:



Then enter the following code in the OnStart area:

```
�>=StartInReady(10)
�>=Color(0,0,255,255,255), RGB(255,255,255);
�>=MaximumAge(10000);
�>=AngleRandFit(360);
�>=VelocityWtRandFit(15);
```



Step 6—Create Particle System Copies

The particle system that you have created will serve as a model for six more particle systems. Right-click the ParticleSystem node, insert a copy, call it ParticleSystem6, and change its properties to:

Number of Particles: 200
Gravity: 0.0000
Map Position X: 80
Map Position Y: 310

ParticleSystem6's OnStart code should read:

```
This->Size1=Radius1(2);  
This->Color(RGB(255, 0.0, RGB(255, 0.0, 0.0);  
This->MaxSpeedAge(RandInt(20+40);  
This->AngleRandInt(360);  
This->Velocity(0.1)RandInt(15);
```

Make a copy of ParticleSystem, call it ParticleSystem7, and change its properties to:

Number of Particles: 220
Gravity: 0.0000
Map Position X: 330
Map Position Y: 350

ParticleSystem7's OnStart code should read:

```
This->Size1=Radius1(2);  
This->Color(RGB(255, 0.0, RGB(255, 0.0, 0.0);  
This->MaxSpeedAge(RandInt(100+30);  
This->AngleRandInt(360);  
This->Velocity(0.1)RandInt(15);
```

Next, copy ParticleSystems, call the copy ParticleSystems, and change its properties to:

Number of Particles: 290
Gravity: 0.0000
Map Position X: 200
Map Position Y: 280

ParticleSystems's OnStart code should read:

```
This->Size1=Radius1(2);  
This->Color(RGB(255, 255, 255, RGB(255, 255, 255));  
This->MaxSpeedAge(RandInt(50+50);  
This->AngleRandInt(360);  
This->Velocity(0.1)RandInt(25);
```

Copy ParticleSystems, name the copy ParticleSystems, and change its properties to:

Number of Particles: 150
Gravity: 0.0000
Map Position X: 380
Map Position Y: 400

ParticleSystem5's OnStart code should read:

```
This->Size1=Radius1(2);  
This->Color(RGB(255, 255, 0, RGB(255, 200, 0);  
This->MaxSpeedAge(RandInt(100+30);  
This->AngleRandInt(180);  
This->Velocity(0.1)RandInt(25);
```

Make a copy of ParticleSystem, called ParticleSystem6, and change its properties to:

Number of Particles: 160
Gravity: 0.0000
Map Position X: 290
Map Position Y: 230

ParticleSystem6's OnStart code should read:

```
This->Size1=Radius1(2);  
This->Color(RGB(255, 255, 0, RGB(255, 255, 0);  
This->MaxSpeedAge(RandInt(100+30);  
This->AngleRandInt(360);  
This->Velocity(0.1)RandInt(25);
```

Your last particle system will be a copy of ParticleSystem6 called ParticleSystem7. It will have the following properties:

Number of Particles: 200
Gravity: 0.0000
Map Position X: 100
Map Position Y: 210

ParticleSystem7's OnStart code should read:

```
This->Size1=Radius1(2);  
This->Color(RGB(100, 250, 250, RGB(100, 250, 250));  
This->MaxSpeedAge(RandInt(100+40);  
This->AngleRandInt(360);  
This->Velocity(0.1)RandInt(25);
```

Step 7—Create a State Machine

Create a state machine called FireworksSM, select it to be used by sprays and drop in eight states. Call the first state idle and give it the following Initial Actions code:

VariablePTR delay="delayParticles";

delay->Value=0;

The FireworksSM state machine will have the states given below. Create them and start by creating the state idle adding code to the idle state.



Open the next state, call it Fireworks1 and enter the following Initial Actions code:

```
This->Visible=Visible;  
This->WorldPositionY(100);  
ParticleSystem* Fireworks = NULL;  
Fireworks = ParticleSystem::Create("ParticleSystem1");  
if(Fireworks){  
    ParticleSystem* newParticleSystem = NULL;  
    ParticleSystem* Fireworks = Fireworks->CreateParticleSystem();  
    if(Fireworks){  
        newParticleSystem->UseOldVisible();  
    }  
}
```

Then add the following Actions code:

```
VariablePTR delay="delayParticles";  
delay->Value+=1;
```

Name the next state Fireworks2, copy over the code from Fireworks1 and change the first two lines of the Initial Actions to:

```
VariablePTR delay="delayParticles";  
delay->Value=0;
```

Also, change the reference to ParticleSystem in the fourth line of code so it refers to ParticleSystem instead. Then copy the code in the ParticleSystem state to the next four states, calling the states Fireworks3, Fireworks4, Fireworks5 and Fireworks6. Change the ParticleSystem reference in each state to match the number in the state's name. Then copy the Initial Actions code to the final state, but delete the first two lines. Call the state Fireworks7 and change the ParticleSystem reference so it refers to ParticleSystem;

Step 8—Connect the States

Make an edge from the idle state to the Fireworks1 state. Then make an edge from Fireworks1 to Fireworks2 and keep connecting the states until they make a long chain. Open the first edge and change its Conditions code to:

return This->WorldPositionY(1)>0;

Then change the Conditions code in the edge that connects Fireworks1 and Fireworks2 to:

```
VariablePTR delay="delayParticles";  
return delay->Value>0;
```

Copy the code to the other edges, then change the last number in each one to 5, 6, 7 and 8 respectively. Save and close the state machine.

Step 9—Assign Behavior

Open the redSpot sprite and assign the FireworksSM state machine to its Behavior property.

Step 10—Change the ScoreFN Function

Once you've added the fireworks, all you have to do is modify the ScoreFN function so it will trigger the fireworks when the ball goes through the hoop. Open the function and add the following code to the end:

```
//{
//getting an instance of the redSpot sprite
SpritePTR mainSpot = redSpot();
//Creating a copy of the existing sprite
Sprite* s = mainSpot->CreateSprite();
//Remove the newly created sprite to activatedSpot
s->Name="activatedSpot";
//make the activatedSpot sprite used
s->Used=true;
}
```



Once you've got the fireworks in place, you can celebrate every score with a lot of bangs.

Quick Return

Step 1—Modify the PlayerSM State Machine

The initial version of the game requires that the ball bounce more than five times before the player can get it back and shoot again. In the PlayerSM state machine, open the edge that points from the Shoot state to the Return state and change the last line from:

return (Keyboard->IsTriggered(OH_SPACE)) and bounce->Value>5;

to

return (Keyboard->IsTriggered(OH_SPACE)) and bounce->Value>0;

Step 2—Save, Compile and Run

Play the game. As soon as the ball bounces once, you'll be able to get the ball back with a tap of the space bar.



Toss the ball, wait for it to bounce on the court once, then press the space bar. You'll get the ball back for another try.

LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE

BUTT-UGLY MARTIANS: ZOOM OR DOOM!
EVOLUTION SKATEBOARDING
MEN IN BLACK II: ALIEN ESCAPE
MONSTER JAM: MAXIMUM DESTRUCTION
STREET HOOPS

GOOZILLA DOMINATION!
HOT WHEELS: VELOCITY X
REVENGE OF SHINOBI
SUPER MONKEY BALL JR.



INTERACT
E
KIDSWORLD
Comic Mischief



BUTT-UGLY MARTIANS: ZOOM OR DOOM!

In a game based on the *Butt-Ugly Martians* animated TV show, teenage martians R.Bop-A-Luna, a-T-Fru-U and Do-Wub-Diddy and friends crash-land on the GCN. With its upbeat music, bright graphics and humorous story line, the new title by Vivendi Universal Games is fun for all ages of earthlings and martians alike. Choose your favorite BUM (Butt-Ugly Martian) characters, hop on your racer and morph into BKM (Butt-Kicking Mode).



POWER PLAY

When you win a normal race, you unlock a bonus race. The bonus race lets you compete against three opponents. If you win the bonus race, you'll be rewarded a power-up item that you'll start the next race with.



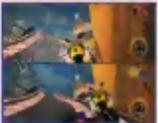
Collect the blue gems along the race tracks to earn weapons and other power-ups; items will give you the edge you need to zoom past the competition and win.



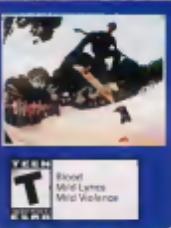
Look for food items along the race tracks. When you collect enough food, your power meter will charge to full so you can change into BIKM and speed to the finish.



Look for food items along the race tracks. When you collect enough food, your power meter will charge to full so you can change into BIKM and speed to the finish.



Enjoy the fun with up to three of your friends in a split-screen multiplayer race. Go head-to-head in a Quick Race or start your own race with a race in a race.

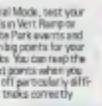


EVOLUTION SKATEBOARDING

Evolution Skateboarding, Konami's newest skateboarding title for the GCN, features unique stages, a plethora of customization options and realistic statistics for some of the most famous names in professional skateboarding, from Colin McKay to Mark Appleyard. Your stages and mission objectives change with each chapter.



TEEN
T
KIDSWORLD
Blood
Mind Games
Mind Violence



In Trial Mode, test your skills in various Skate Park arenas and earn points for your tricks. You can map the most points when you pull off particularly difficult tricks correctly.



Arise Mode has mission-based levels that give you several objectives to complete in a set amount of time. You must complete all objectives in one area to continue to the next.

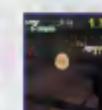


POWER PLAY

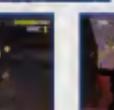
Complete objectives in Arena Mode to unlock a ton of extras. You can also compete your own skateboarder against others in arena and sponsor names.



No one can pick up a board and be a pro right off the bat—it takes practice. Click on Practice Mode and run through the tutorial to learn how to land the big tricks.



Challenge Mode offers single objective levels that vary in difficulty. Perform each task within the time limit to unlock upgrades. If you master one, try the next.



Show off your smooth board moves by competing with a friend in Trial Mode. You can go head-to-head in a Score contest or a Ring contest.



MEN IN BLACK II: ALIEN ESCAPE

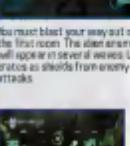
Men in Black II flies from the silver screen onto your TV in Infogrames's new GCN title, *Men in Black II: Alien Escape*. Take to the streets as agent Jay or agent K and battle hostile alien forces with an arsenal of high-tech weapons. Soar each detailed area and complete your confidential missions.

TEEN
T
KIDSWORLD
Blood
Crime
Mischief
Violence

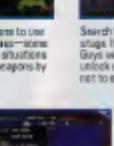


POWER PLAY

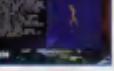
If you get into a tight spot where you're surrounded by enemies, press the Z button to emit an attack that will wipe out all aliens around you.



You'll find a few weapons to use against the alien enemies—some work better in certain situations than others. Switch weapons by pressing Y.



Bottle through each level, completing objectives. Collect every extra item you can—especially the life-replenishing orange ones—it's alive. Also look for new weapons.



Throughout the game, you can unlock classified information on alien species, weapon info and other fun facts. You can access the Classified section from the main menu.

MONSTER JAM: MAXIMUM DESTRUCTION



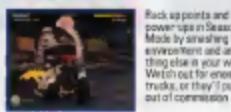
There's nothing like the sheer thrill of controlling a rumbling, roaring monster truck. In Ubi Soft's *Monster Jam: Maximum Destruction* for the GCN, you can race and build up a monster truck from the safety of your home. Participate in normal races, destruction challenges and a handful of minigames. You can also customize your monster truck in the garage to beef up its stats, then show it off to your friends in multiplayer mode.



Bribe a friend and jump into the monster truck as hon tape that in the split-screen two-player mode. Collect money, rack up points and try to stay in one piece.



The different racing modes pit you against three other monster trucks for a few laps around the stadium. Create your own monster truck and show them what you've got!

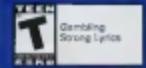


Rock up points and power-ups in Season Mode by shrinking the environment and anything else in your way. Watch out for enemy trucks, or they'll put you out of commission.



POWER PLAY

Power-ups are scattered throughout the game map. They're ready to use when you're in a race or destruction mode, or when they're in creation or other options. You'll have to grab power-ups before your enemies do if you want to survive this destruction.



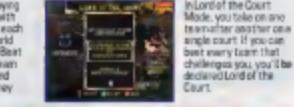
STREET HOOPS



Activision's *Street Hoops* for the Nintendo GameCube captures street basketball's raw spirit. The options for character growth and customization are immense; the game features a create-a-player mode, adjustable attributes, a tattoo parlor, a barber shop and more than a dozen courts around the globe to unlock. There are also groovy unlockable videos.



Travel the globe playing street basketball with the hoopy heroes of each area you start off in. World Tournament Mode lets each new court team to attack players and courts and win money.



In Lord of the Court Mode, you take on one transfer after another one-on-one court. If you can beat every team that challenges you, you'll be crowned Lord of the Court.



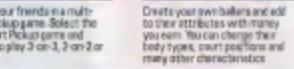
Put your skills to the test in Full-Court Pickup Mode. Practice your moves and learn some new tricks before taking on the big boys for cash.

Drive on your own ballers and add to their attributes with money you earn. You can change their body types, court preferences and many other characteristics.



POWER PLAY

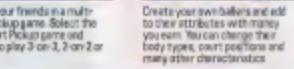
Put your hard-earned cash, click on the power-ups, tattoo parlor and barber shop to upgrade your basketball and hit the courts in style.



Take on your friends in a multi-player pickup game. Select the Half Court Pickup game and choose to play 3-on-3, 2-on-2 or 1-on-1.



Create your own ballers and add to their attributes with money you earn. You can change their body types, court preferences and many other characteristics.

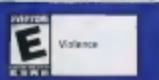


Drive on your own ballers and add to their attributes with money you earn. You can change their body types, court preferences and many other characteristics.

GODZILLA DOMINATION!



Monsters are on the loose and in a battle for world domination! Only the stronger, most powerful monster will reign supreme in Infogrames' *Godzilla Domination!* for the GBA. Fly through Story Mode and save the world from destruction, or fight tooth and claw with up to three of your friends. Smash, stomp and slam your way to the top—may the best monster win!



SELECT A MONSTER!



Choose your favorite monster and battle through a campaign. The levels end when you've taken out all the enemies you go, and when times are up, you'll face multi-boss monsters at once. Stay alive to continue to the next level.



Each stage of *Godzilla Domination!* is themed after a different real-life metropolis, such as New York City, with realistic landmarks and natural environments unique to each.



In some battles you'll have a partner to help you fight. In others, you'll battle alone against two or three monsters. Conquer your enemies and give them a blast of your energy breath!



POWER PLAY
Take out Monster-King Ghidorah to save Earth from total destruction! Fit the huge monster into its chest—the breath's weak again. Dodge fire and beam attacks.

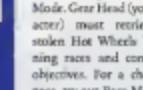


If you do well in a normal battle, you may open a bonus stage. Rack up points and power-ups in the bonus stage to help annihilate your enemies.



CUSTOM MODE
Create custom battles for you and up to three friends. Arrange teams for a tag team match, or have a one-on-one match. There's even one-on-one for a free-for-all monster melee.

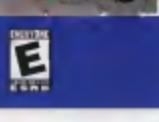
HOT WHEELS: VELOCITY X



Collect and race all your favorite Hot Wheels in THQ's *Hot Wheels Velocity X* for the GBA. The evil Metacog and his gang bosses have stolen the Hot Wheels from the Hot Wheels HQ in Story Mode. Gear Head (your character) must retrieve the stolen Hot Wheels by winning races and completing objectives. For a change of pace, try our Race Mode and Challenge Mode.



POWER PLAY
Nowhere you find range using a power-up, the more damage it does. If you pull off a trick, energy will be added to your energy bar. It's especially helpful when racing against enemies who are attacking you.



Play through Story Mode as Gear Head to win the stolen Hot Wheels. You'll boost your character, and others will thwart your opponents with harmful effects. Learn when to use your items—they'll be an asset!



You'll find a lot of useful power-ups in each race track. Some will boost your character, and others will thwart your opponents with harmful effects. Learn when to use your items—they'll be an asset!



In Story Mode, you occasionally need to complete tasks ranging from controlling a fire truck to put out fires to collecting drums of explosives that heat and burn when you hit them to the Hot Wheels HQ.



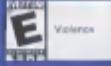
PICK A CAR
You can unlock a number of items in Story Mode. If you're really good, you can find all 30 cars, 10 character cards and nine power-ups along the way, but it's a long haul.



REVENGE OF SHINOBI



Based on the Sega Genesis game by the same name, side-scrolling classic *Revenge of Shinobi* makes its way to the GBA. Embark on an epic adventure as a lone ninja, Shinobi, with a quest to vanquish five elemental shoguns and retrieve the magical swords in their possession. Travel through the empire in search of each shogun, gaining in strength and skill as you go.



POWER PLAY

Based on hyperactive classics in the *Revenge of Shinobi* series, *Revenge of Shinobi: Power Play* is a unique take on the original that can find the hero running, jumping, and shooting. You can even train your own custom skills to find a cool effect, the spell is always available.



Battle through enemy ranks and other magical foes along your journey to find the five elemental swords and the legendary shoguns that hold them. As you travel, you are quick with the blade and shuriken.



Shuriken can cast a variety of spells to vanquish his enemies. When you learn a new spell, experiment with it to discover which a work best in what situation. Spells can be cast in quick succession. Spells and accuracy are the name of the game.



Each enemy has its own attack style, so counter with different techniques to yield the best results. That is, jump and charge to catch the enemy off guard. Speed and accuracy are the name of the game.



Enemies will grow more and more powerful as you advance in your quest. That is, if you face giant insects that will help you use the ancient mysteries.

Sometimes you'll encounter a locked door. Look for a key nearby to unlock the door and enter the room. There are many weapons and spells often to be inside.



SUPER MONKEY BALL JR.



The *Monkey Ball* craze spins onto the Game Boy Advance in Sega's newest addition to the series, *Super Monkey Ball Jr.* Roll along each challenging stage as your favorite human—AaA, MeeMee, GonGon or Baby—collecting bananas and balancing your way through perils. You can also enjoy monkey-style minigames such as the popular *Monkey Bowling* and *Monkey Golf*.



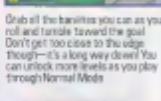
Grab all the bananas you can as you roll and tumble toward the goal. Don't get too close to the edge though—it's a long way down! You can unlock more levels as you play through Normal Mode.



When you get every banana in a level and finish quickly enough, you'll rack up some serious points. If you've skipped some bananas and you have enough time left, go back and pick up the remaining bananas.



Build your skills as you pass each level—there's a healthy setting for every player type. The levels become more and more challenging as you progress from beginner to advanced to expert.



POWER PLAY

Some floors have more than one goal to keep you on your toes and try to keep you from falling. This is a perfect score for a perfect score. Finally, the reward, ultimately take the better rewards.



Take your *Monkey Ball* down to a whole new level. Play your favorite *Monkey Ball* character and try one of four unique minigames to add to the fun.



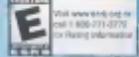
Enjoy the topay, play every level, and try to beat your friends. Link up with two to three friends, and try turns on one GBA with up to four players. May the best monkey win!

MIX IT UP, BUST IT DOWN!

BUST-A-MOVE 3000



CHECK IT! EVERYBODY'S FAVORITE BUBBLE-BUSTIN' PUZZLE GAME IS NOW AVAILABLE FOR THE NINTENDO GAMECUBE. WITH ALL THIS CLASSIC BUST-A-MOVE FUN, YOU'LL BE BUSTIN' TILL THE BREAK OF DAWN.



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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES JANUARY 2003

EXCELLENT GREAT GOOD SO-DO POOR

JAMES BOND 007: NIGHTFIRE

Undercover and over the top, Bond's latest is a crowd-pleaser.

From the opening car chase in the streets of Paris to the complex story involving stolen weapons and a criminal mastermind, E3's latest 007 adventure is pure Bond—James Bond. Twelve missions in 10 international locations mix first-person perspective action with five high-speed sequence that allow you to take the secret agent's Aston Martin V12 Vantage out on the open road. Equipped with a spy camera, a wristwatch laser, a grappling device and a large collection of firearms, you must infiltrate enemy headquarters, gather intelligence and battle henchmen in an effort to save the world. An innovative rating system and reminders of where you can use your high-tech gadgets help ensure mission success and keep the game moving at a pace that rivals that of the 007 films.

COMMENTS: **Steve:** From the gadgets to the double entendres, Nightfire is among the most authentic Bond games ever devised. Ambient effects, such as snowflakes drifting over a gurnight, elevate what could have been just an excuse for a fast-paced cinematic experience. **Chris:** Early the best James Bond game since Goldfinger. Each level is different from the last, keeping the mission level high. **Jesus:** Smooth movement, great music and a captivating story line will keep Bond fans coming back for more.

EA
• 1 to 4 players simultaneously

EXCELLENT GREAT GOOD SO-DO POOR

007 nightfire

EA
• 1 to 4 players simultaneously

EXCELLENT GREAT GOOD SO-DO POOR

EA
Suggestive Themes
Violence

STAR WARS JEDI KNIGHT II: JEDI OUTCAST

LucasArts and Activision perform Jedi Mind Tricks on the GCN.

The third installment of the popular first-person PC adventure series that began with *Star Wars: Dark Forces* comes to the GCN with new multiplayer features and a bonus mission. *Star Wars Jedi Knight II: Jedi Outcast* follows Rebel agent Kyle Katarn years after his battle with Jerec in the Valley of the Jedi. Along with his partner, Jan Oru, the former Jedi Knight must investigate the source of a curious transmission in an abandoned Imperial outpost. The adventure continues through more than 20 long stormtrooper-busting missions in which Kyle trades his blasters for his old weapon—the lightsaber—and fights foes with the Force Push and other Jedi Mind Tricks.

Using a modified Quake III Arena engine, the game is a fast-paced first-person adventure with plenty of puzzles and exciting battles. When you switch to the lightsaber, the camera switches to third-person perspective to let you better handle the weapon's offensive and defensive moves. Two players can step into the Jedi Arena and fight each other, along with up to 16 computer-controlled benders in six multiplayer games, including Capture the Flag and Free for All.

COMMENTS: **Steve:** Jedi Knight II honors Star Wars mythology and extends the story line in a new direction. Otherworldly technology and technocentric sounds are among the touches that elevate this FPS above many others. **Alan:** It can be difficult to distinguish objects that you can manipulate with objects that are just part of the background. You often have to find a switch that looks like every other non-interactable switch in the area. **Scott:** Jedi Outcast tells an unfamiliar tale in the Star Wars universe, and that's exciting. If you love action, it's worth exploring.

EA
• 1 to 2 players simultaneously

EXCELLENT GREAT GOOD SO-DO POOR

EA
Violence

MEDAL OF HONOR: FRONTLINE

Historical accuracy contributes to a compelling WWII battle experience.

June 6, 1944—as Lt. Jimmy Patterson, U.S. Army, you play an instrumental role in the D-Day invasion and five other major missions in the first GCN installment of EA's powerful Medal of Honor series. Working with the Congressional Medal of Honor Society and World War II historians, the game's development team has created a chaotic and realistic battle environment filled with flying bullets and exploding mortars. The first-person-perspective action is confusing at first, but confusion is part of the game. Squadrants show instructions over the sound of gunfire and whistling bombs as fellow soldiers fall to the ground. Although it's not quite as graphic as *Seawar: Private Eyes*, the game's depiction of war is brutal and intense.

Up to four players can try multiplayer mode's eight different environments, which include open oceans and confined interiors. Players can team up or go head-to-head.

COMMENTS: **Alan:** The D-Day mission is one of the most intense and awesome levels I've played in a long time. The rest of the game is still great fun—it's just a lot more straightforward. **Scott:** The historical element makes the action compelling. The multiplayer mode is a nice extra for GCN players. **Jesus:** A must-have for any war game enthusiast.

EA
• 1 to 4 players simultaneously

EXCELLENT GREAT GOOD SO-DO POOR

EA
Violence

MONOPOLY PARTY

- Strategy
- 1 to 4 players simultaneously



Heirloom real-estate-themed board game to the GCR in its most interactive form. With 100s of characters and building sets now presented in five themes, including sci-fi and history. In Party Mode, all players take their turns at the same time, ensuring a fast and fun pace. Since many Monopoly players like to change the game's rules, customized features allow players to adjust nearly every aspect of the game.

ALAN ★★★★
CHRIS ★★★★
DANIE ★★★★
JEREMY ★★★★
STEVEN ★★★★

NICKELODEON PARTY BLAST

- Strategy
- 1 to 4 players simultaneously



Jimmy Neutron, Otto Rocket, SpongeBob SquarePants and the other Nickelodeon cartoon stars gather for an action-packed party blast! Up to four players, the more the merrier, can compete as their favorite characters. The goal is to toss food at your opponents while staying out of the way of the flying food flies. There are four more game types, including a wacky basketball competition and a never-see-

ALAN ★★★★
CHRIS ★★★★
DANIE ★★★★
JEREMY ★★★★
STEVEN ★★★★

GORILLA: DOMINATION!

- Strategy
- 1 to 4 players simultaneously
- Multi-Player Game Link



A giant gorilla is heading for Earth and it's time the field is leveled, once and for all. As the leader of the gorilla army that isn't causing havoc, is the one that you control. Select from six gorilla giants from the world of Gorilla and take on a field of other iconic beasts. Some Story Mode battles give you a computer-controlled partner. Multiplayer modes include a customizable fight, which allows you to select teams and arenas.

ALAN ★★★★
CHRIS ★★★★
DANIE ★★★★
JEREMY ★★★★
STEVEN ★★★★

ROT WHEELS: VELOCITY X

- Racing
- 1 to 4 players simultaneously
- Multi-Player Game Link
- GCR competitive



Take to the tracks for 37 missions of short driving action with your choice of more than 30 Rot Wheels cars. As you take on a host of frenemies racers, you will need to drift, drive through vertical loops and drift again. As the driver of the most popular car, you get the GBA game version of the GCR game of the game, using a Nintendo GameCube Game Boy Advance Game Link Cable, to unlock a bonus car.

ALAN ★★★★
CHRIS ★★★★
DANIE ★★★★
JEREMY ★★★★
STEVEN ★★★★

THE REVENGE OF SHREK III

- Action
- 1 player



Side-scooter The Revenge of Shrek joins and adds its way to the GBA with original game modes and lots of action. As the King of the Shrek, you have a powerful sword, throwing stars and mini-split magic to fight off five shrek levels who are controlled by the power of their elemental swords. The game's play control and animation are a little rough, but overall, it provides lots of action and chaotic.

ALAN ★★★★
CHRIS ★★★★
DANIE ★★★★
JEREMY ★★★★
STEVEN ★★★★

SUPER MONKEY BALL 2

- Racing
- 1 to 4 players simultaneously
- Multi-Player Game Link



The Monkey Ball spring game portable with 100s of monkeying action with four characters (Monkey King, Rhythm Race, Monkey Golf and Monkey Bowling), which you can unlock by earning points in the main game. Join Afra, Maxine, Bradie and many as they climb, roll, jump and fly to great success. Super Monkey provides control and plenty of fun.

ALAN ★★★★★
CHRIS ★★★★★
DANIE ★★★★★
JEREMY ★★★★★
STEVEN ★★★★★

ABASO: TENNIS GENERATION

- Sports
- 1 to 2 players simultaneously
- Multi-Player Game Link



Andre Agassi and vice-Serbian tennis pros face off in singles and doubles play in Abaso Tennis Generation. Quick Match Mode allows you to play a single set in one of six locations. Arcade Mode needs you to play a series of matches. In the new Championship Mode gives you the choice to play from the quarter-final to the final in an international tournament. Each location has a different original playing music.

ALAN ★★★★
CHRIS ★★★★
DANIE ★★★★
JEREMY ★★★★
STEVEN ★★★★

DISNEY SPORTS BASKETBALL

- Sports
- 1 to 4 players simultaneously
- Multi-Player Game Link



Hit the hardwood for two-on-two hoops in a simplified but fast-paced game. In the 3-on-3 mode, you can play a Challenge Mode, where an individual can increase your players' stats through Player Training. Create your team of two from six popular Disney characters and enhance their abilities with 27 items. A tutorial teaches you 23 basketball techniques. Six challenges also aid in your training.

ALAN ★★★★
CHRIS ★★★★
DANIE ★★★★
JEREMY ★★★★
STEVEN ★★★★

DISNEY SPORTS FOOTBALL

- Sports
- 1 player



The Disney gang scores a touchdown with great gridiron fun. Select from three teams and take on a field of computer-controlled squads in a championship tournament. When you don't want to captain by one of the Disney stars, he joins your team. The game has a lot of fun, but doesn't have as many features as Disney Sports Soccer or Basketball, but the variety is wide and play control is solid.

ALAN ★★★★
CHRIS ★★★★
DANIE ★★★★
JEREMY ★★★★
STEVEN ★★★★

DISNEY SPORTS SKATEBOARDING

- Sports
- 1 player



Feel Disney characters (Mickey, Donald, Goofy and Minnie) compete in six contests in a crazy, gravity-defying skateboard training. Trick Attack Mode, one unlock feature by collecting checkpoints, collecting items and performing tricks. Crown Jim Motoc challenge you to thrill a crowd with gravity-defying stunts. Play control is smooth and intuitive, but the variety of tricks is very limited.

ALAN ★★★★
CHRIS ★★★★
DANIE ★★★★
JEREMY ★★★★
STEVEN ★★★★

DISNEY SPORTS SOCCER

- Sports
- 1 to 4 players simultaneously
- Multi-Player Game Link



With solid soccer action and tons of features, Disney Sports Soccer is a real winner. You can choose from six teams, each rated in three categories (power, technique and speed) and go up against the competition in the Disney Cup. You can also play your own solo in air assault, which increases in difficulty as you complete three. The 32 items that you can win in the Challenge Cup add to your effects.

ALAN ★★★★
CHRIS ★★★★
DANIE ★★★★
JEREMY ★★★★
STEVEN ★★★★

DISNEY'S TARZAN: RETURN TO THE JUNGLE

- Action
- 1 player



Disney's side-scrolling, action-packed levels chart Tarzan's journey from boy to man in Disney's Tarzan Returns to the Jungle. You can play Tarzan's solo mission, or as you take on an evil queen, search for a lost city and battle dinosaur egg poachers. Your weapons include spears, blossoms, powerful flings and strong arms. When you let out a Tarzan yell, animal forces will come to your aid.

ALAN ★★★★
CHRIS ★★★★
DANIE ★★★★
JEREMY ★★★★
STEVEN ★★★★

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NEXT ISSUE

VOLUME 165 — FEBRUARY 2003

Adventure Awaits



The Legend of Zelda: The Wind Waker

Link will set sail on his biggest, most epic adventure ever this spring. Watch for a wave of pictures and game play details in February.



High-Tech Tension!

Next month's GCN strategy coverage will review two tech-driven thrillers. Activision's Minority Report offers 3-D adventure set in the near future, and UbiSoft's The Sum of All Fears presents sharp-edged squad-based combat.



Minority Report



The Sum of All Fears

Great Previews and Reviews



The Lord of the Rings: The Two Towers



Star Wars Bounty Hunter



Pokémon Ruby and Sapphire



Rayman 3: Hoodlum Havoc

Speed Special

February's Player's Poll Sweepstakes will heat up the winter chill with a huge Angltech Speed Force giveaway. Several NP readers with a need for speed will win the GCN-compatible steering wheel controller and a library of racing games.

Plus!

- SKIES OF ARCADIA LEGENDS
- DISNEY'S PK: OUT OF THE SHADOWS
- WRECKLESS: THE YAKUZA MISSIONS
- DR. MUTO
- JUSTICE LEAGUE:
INJUSTICE FOR ALL (GBA)
- DIGIMON BATTLESPIRIT (GBA)
- YU-DI-DI DUNGEON DICE
HOKKETSU (GBA)
- SONIC ADVANCE 2 (GBA)



Crash Bandicoot 2: N-Tranced (GBA)

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SP1175, GBA SP1176, GBA SP1177, GBA SP1178, GBA SP1179, GBA SP1180, GBA SP1181, GBA SP1182, GBA SP1183, GBA SP1184, GBA SP1185, GBA SP1186, GBA SP1187, GBA SP1188, GBA SP1189, GBA SP1190, GBA SP1191, GBA SP1192, GBA SP1193, GBA SP1194, GBA SP1195, GBA SP1196, GBA SP1197, GBA SP1198, GBA SP1199, GBA SP1200, GBA SP1201, GBA SP1202, GBA SP1203, GBA SP1204, GBA SP1205, GBA SP1206, GBA SP1207, GBA SP1208, GBA SP1209, GBA SP1210, GBA SP1211, GBA SP1212, GBA SP1213, GBA SP1214, GBA SP1215, GBA SP1216, GBA SP1217, GBA SP1218, GBA SP1219, GBA SP1220, GBA SP1221, GBA SP1222, GBA SP1223, GBA SP1224, GBA SP1225, GBA SP1226, GBA SP1227, GBA SP1228, GBA SP1229, GBA SP1230, GBA SP1231, GBA SP1232, GBA SP1233, GBA SP1234, GBA SP1235, GBA SP1236, GBA SP1237, GBA SP1238, GBA SP1239, GBA SP1240, GBA SP1241, GBA SP1242, GBA SP1243, GBA SP1244, GBA SP1245, GBA SP1246, GBA SP1247, GBA SP1248, GBA SP1249, GBA SP1250, GBA SP1251, GBA SP1252, GBA SP1253, GBA SP1254, GBA SP1255, GBA SP1256, GBA SP1257, GBA SP1258, GBA SP1259, GBA SP1260, GBA SP1261, GBA SP1262, GBA SP1263, GBA SP1264, GBA SP1265, GBA SP1266, GBA SP1267, GBA SP1268, GBA SP1269, GBA SP1270, GBA SP1271, GBA SP1272, GBA SP1273, GBA SP1274, GBA SP1275, GBA SP1276, GBA SP1277, GBA SP1278, GBA SP1279, GBA SP1280, GBA SP1281, GBA SP1282, GBA SP1283, GBA SP1284, GBA SP1285, GBA SP1286, GBA SP1287, GBA SP1288, GBA SP1289, GBA SP1290, GBA SP1291, GBA SP1292, GBA SP1293, GBA SP1294, GBA SP1295, GBA SP1296, GBA SP1297, GBA SP1298, GBA SP1299, GBA SP1300, GBA SP1301, GBA SP1302, GBA SP1303, GBA SP1304, GBA SP1305, GBA SP1306, GBA SP1307, GBA SP1308, GBA SP1309, GBA SP1310, GBA SP1311, GBA SP1312, GBA SP1313, GBA SP1314, GBA SP1315, GBA SP1316, GBA SP1317, GBA SP1318, GBA SP1319, GBA SP1320, GBA SP1321, GBA SP1322, GBA SP1323, GBA SP1324, GBA SP1325, GBA SP1326, GBA SP1327, GBA SP1328, GBA SP1329, GBA SP1330, GBA SP1331, GBA SP1332, GBA SP1333, GBA SP1334, GBA SP1335, GBA SP1336, GBA SP1337, GBA SP1338, GBA SP1339, GBA SP1340, GBA SP1341, GBA SP1342, GBA SP1343, GBA SP1344, GBA SP1345, GBA SP1346, GBA SP1347, GBA SP1348, GBA SP1349, GBA SP1350, GBA SP1351, GBA SP1352, GBA SP1353, GBA SP1354, GBA SP1355, GBA SP1356, GBA SP1357, GBA SP1358, GBA SP1359, GBA SP1360, GBA SP1361, GBA SP1362, GBA SP1363, GBA SP1364, GBA SP1365, GBA SP1366, GBA SP1367, GBA SP1368, GBA SP1369, GBA SP1370, GBA SP1371, GBA SP1372, GBA SP1373, GBA SP1374, GBA SP1375, GBA SP1376, GBA SP1377, GBA SP1378, GBA SP1379, GBA SP1380, GBA SP1381, GBA SP1382, GBA SP1383, GBA SP1384, GBA SP1385, GBA SP1386, GBA SP1387, GBA SP1388, GBA SP1389, GBA SP1390, GBA SP1391, GBA SP1392, GBA SP1393, GBA SP1394, GBA SP1395, GBA SP1396, GBA SP1397, GBA SP1398, GBA SP1399, GBA SP1400, GBA SP1401, GBA SP1402, GBA SP1403, GBA SP1404, GBA SP1405, GBA SP1406, GBA SP1407, GBA SP1408, GBA SP1409, GBA SP1410, GBA SP1411, GBA SP1412, GBA SP1413, GBA SP1414, GBA SP1415, GBA SP1416, GBA SP1417, GBA SP1418, GBA SP1419, GBA SP1420, GBA SP1421, GBA SP1422, GBA SP1423, GBA SP1424, GBA SP1425, GBA SP1426, GBA SP1427, GBA SP1428, GBA SP1429, GBA SP1430, GBA SP1431, GBA SP1432, GBA SP1

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A vibrant advertisement for Disney Sports featuring Donald Duck performing a skateboard trick. The background is a blue gradient with a red circular graphic. Text on the right reads "GET READY TO TALK SOME QUACK." Below the main image are five smaller Disney characters in action poses: Goofy on a skateboard, Donald Duck, Mickey Mouse, Minnie Mouse, and Pluto. The Disney Sports logo is at the bottom left, and a list of sports at the bottom right.

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**NINTENDO
POWER**

Welcome to **Animal Crossing**

Population: Growing!

2003 Calendar



JANUARY



FEBRUARY



MARCH



APRIL

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						
1	2	3	4	5		Cherry Blossom Festival
6	7	8	9	10	11	12
Cherry Blossom Festival	Cherry Blossom Festival					
13	14	15	16	17	18	19
20	21	22	23	24	25	26
		Nature Day				
27	28	29	30			
						



MAY

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						
4	5	6	7	8	9	10
11 Mother's Day	12	13	14	15	16	17
18	19 Valentine's Day Commemoration	20	21	22	23	24 Armed Forces Day
25	26 Midterm Day Commemoration	27	28	29	30	31



When summer starts the
seeds, animals from other
forests go on vacation and
set up tents in your neck
of the woods. Watch them!
Camping may have fun
—S. G. K.



Welcome to Animal Crossing

Production: Growing!

2003 Calendar



JULY

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
1	2	3	4	5		
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		



AUGUST

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				



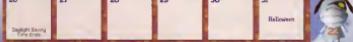
SEPTEMBER

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					



OCTOBER

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				



NOVEMBER

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				



DECEMBER

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				



When the leaves start falling last
September, the animals begin to
gather in the forest. If you're around,
you'll see them pop up and have
fun. The forest is a great place to
hang out, and their residents often
have nice games and gifts for you.



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DATA SIEGE TOMB RAIDER

The Prophecy



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Violence

core
designer
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